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DRAGON QUEST

TM

VIII

Journey of the Cursed King



BASED ON A GAME TEEN
RATED BY THE
ESRB



COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

SQUARE ENIX





The title "DRAGON QUEST" is written in large, jagged, red letters that look like they are made of stone or wood. Above the letters is a blue ornate crown. Below the letters is a yellow lightning bolt graphic. To the right of the letters is a silver sword hilt pointing downwards. A small "TM" symbol is located next to the hilt. The number "VIII" is written in large, gold-colored letters below the main title. Below "VIII" is the subtitle "Journey of the Cursed King" in a stylized font.

DRAGON QUEST

VIII

Journey of the Cursed King

OFFICIAL STRATEGY GUIDE

Written By Dan Birlew

TABLE OF CONTENTS

4 CHARACTERS	12 GAME BASICS	122 SIDE QUESTS	127 SPELLS	138 ABILITIES	152 ITEMS
163 ARMAMENTS	181 WEAPONS	193 ALCHEMY POT RECIPIES	199 MONSTER APPENDIX	219 INFAMOUS MONSTERS	229 MONSTER ARENA

ATLAS



ABOUT THIS GUIDE

Everyone at BradyGames is excited and proud to bring you the *Dragon Quest VIII: Journey of the Cursed King* official strategy guide. This book is different from our other publications. Working closely with the developers of *Dragon Quest* and the staff at Square-Enix, we have created a reference manual for the game designed in part by the game makers themselves. Together, we wanted to guarantee that players could fully enjoy the intense experience of a *Dragon Quest* game, without losing any of the suspense or surprises. Our intent is for the atlas to suggest the path of exploration, revealing a plethora of possibilities among the hills and valleys of this awe-inspiring world. What happens thereafter remains in your capable hands.

An atlas is a bound collection of maps with supplementary illustrations and analyses. Therefore, the brief area descriptions in the "Atlas" chapter are designed to lead you right up to the point where the story begins, allowing you to take it from there. With our help, and by paying close attention to the words of the characters you meet in the game, there should be no point at which you start to feel lost. The walkthrough isn't written in the typical handholding manner you may have come to expect. Don't worry, plenty of information is provided in the correct order to help players find items and figure out whom to speak with to get the proverbial ball rolling in each new location.

The side chapters are full of information regarding items and monsters, but don't overlook the "Game Basics" chapter. It should be noted, though, that some of the reference material (such as certain monsters and items) have not been included to avoid spoiling one of the game's biggest surprises.

Furthermore, in our quest to avoid spoilers, we have left out some information concerning the secrets revealed near the end of the game. Suffice it to say, once you think you've finished *Dragon Quest VIII*, save your game and keep on playing!

HERO

The Hero is a versatile character who can be developed in many ways. Although he is a strong fighter, he may be used primarily as a healer early on in the game. Angelo will take over this role later, but you should continue to develop the Hero's healing abilities. Since the Hero is your second-most resilient character, he'll often survive attacks that kill Angelo, and may be the only character capable of saving a weakened party. To give him more healing options, spend some skill points on Courage.

In addition to his defensive spells and offensive might, the Hero has a special friend that goes by the name of Munchie. As you find and make various cheeses, put them in the Hero's inventory and feed them to Munchie in combat to unleash powerful spell effects. These effects are primarily useful against groups of enemies.

STARTING STATS	
LV	1
HP	22
MP	0
STRENGTH	8
AGILITY	6
RESILIENCE	6
WISDOM	5

COURAGE AND SWORD SKILLS

100 POINTS: God of the sword + Truly valiant
ABILITY = GIGASLASH: The ultimate sword technique. Utterly destroys a group of enemies.

SWORD SKILLS

4 POINTS: Basic sword fighting techniques
TRAIT: +5 attack power when equipped with a sword.

9 POINTS: Proficient swordsman
ABILITY = DRAGON SLASH: An attack that causes heavy damage to dragons.

15 POINTS: Renowned swordsman
ABILITY = FLAME SLASH: Channels the power of a raging fire into the blade of your sword.

22 POINTS: Expert swordsman
TRAIT: +10 attack power when equipped with a sword.

30 POINTS: Supreme swordsman
ABILITY = METAL SLASH: An attack that can damage enemies with metal bodies.

40 POINTS: Ace of the sword
TRAIT: Increased chance of critical hit with swords.

52 POINTS: Master of the sword
ABILITY = FALCON SLASH: A double slicing attack, faster than a falcon on the wing.

66 POINTS: Star of the sword
TRAIT: +25 attack power when equipped with a sword.

82 POINTS: Sword of legend
ABILITY = MIRACLE SLASH: A secret sword technique that heals your own wounds each time you strike a foe.

100 POINTS: God of the sword
ABILITY = GIGASLASH: A legendary sword technique for cutting down a group of enemies.

SPEAR SKILLS

Spears are very powerful weapons, and their skill set offers a lot of versatility. Multithrust and Clean Sweep are great options when battling large groups of foes, and the spear's basic attack power should be sufficient when battling bosses. Unfortunately, spears are quite rare, so you won't have many opportunities to upgrade. For that reason, you may want to split your skill points between spears and another skill set like swords, courage, or fistcuffs.

3 POINTS: Basic spear fighting techniques
TRAIT: +5 attack power when equipped with a spear.

7 POINTS: Proficient spearman
ABILITY = MERCURIAL THRUST: A lightning-fast thrust.

12 POINTS: Expert spearman
ABILITY = THUNDER THRUST: Difficult to perform, but has a high chance of doing critical damage.

18 POINTS: Master spearman
TRAIT: +10 attack power when equipped with a spear.

25 POINTS: Famed lancer
ABILITY = MULTITHRUST: A flurry of thrusts that can pierce multiple enemies.

34 POINTS: Legendary lancer
TRAIT: Increased chance of critical hit with spears.

45 POINTS: Star lancer
ABILITY = CLEAN SWEEP: Drives back a group of enemies with a sweep of the spear.

59 POINTS: Grand lancer
ABILITY = LIGHTNING THRUST: Lands a critical hit when it connects.

77 POINTS: Heavenly lancer
TRAIT: +25 attack power when equipped with a spear.

100 POINTS: Almighty Lancer
ABILITY = LIGHTNING STORM: Strikes down all enemies with mighty thunderbolts.





SPELLS

- LEVEL 3**: HEAL: Restores at least 30 HP to a single ally.
- LEVEL 4**: SQUELCH: Cures a single ally of the effects of poison.
- LEVEL 6**: EVAC: Allows you to exit instantly from dungeons, caves, and towers.
- LEVEL 11**: SIZZ: Singes a group of enemies with a blazing fire.
- LEVEL 18**: MIDHEAL: Restores at least 75 HP to a single ally.
- LEVEL 20**: SIZZLE: Burns a group of enemies with a blazing wall of fire.
- LEVEL 27**: FULLHEAL: Restores all HP to a single ally.
- LEVEL 29**: ZING: Resurrects a fallen ally with a 50% success rate.
- LEVEL 32**: KASIZZLE: Scorches a group of enemies with the blazing flames of the underworld.
- LEVEL 65**: DRAGON SOUL: Unknown...

BOOMERANG SKILLS

The boomerang is the only weapon in the game that can hit every enemy on the field. It inflicts the most damage to the first monster it hits and less to each subsequent target. Boomerangs are invincible against large groups of enemies, but they're practically useless against bosses. Since boomerang skills offer little in the way of variety, you may want to keep an alternative weapon in reserve at all times.

6 POINTS: Basic boomerang combat techniques
ABILITY = CROSSCUTTER THROW: Traces an X in the air as it ploughs into the enemy.

12 POINTS: Baby boomer
TRAIT: +5 attack power when equipped with a boomerang.

18 POINTS: Big boomer
ABILITY = POWER THROW: A full-force throw that damages all enemies equally.

25 POINTS: Iron boomer
TRAIT: +10 attack power when equipped with a boomerang.

32 POINTS: Great boomer
ABILITY = FIREBIRD THROW: Transforms your boomerang into a firebird that incinerates your enemies.

40 POINTS: Boomer knight
TRAIT: +15 attack power when equipped with a boomerang.

52 POINTS: Boomer lord
ABILITY = SUPER THROW: A fearsome attack that uses all your strength to cause extreme damage to all foes.

66 POINTS: Boomer star
TRAIT: +20 attack power when equipped with a boomerang.

82 POINTS: Boomeranger
ABILITY = STARBURST THROW: Bathes all enemies in a shower of burning light.

100 POINTS: King boomeranger
ABILITY = GIGATHROW: Pulverises a single enemy with the force of a thunderbolt.

FISTICUFFS SKILLS

With so many tasty weapons available, it's difficult to justify spending skill points on hand-to-hand combat! Nevertheless, the Hero can be quite good at fisticuffs, learning Stones' Throw and Knuckle Sandwich early and eventually working his way up to Boulder Toss and a meaty +50 attack bonus!

4 POINTS: Basic unarmed combat techniques
TRAIT: +5 attack power when unarmed.

11 POINTS: Brawler
ABILITY = DEFENDING CHAMPION: A defensive ability that greatly reduces the damage inflicted by physical attacks.

17 POINTS: Brawny brawler
ABILITY = STONES' THROW: Hurls rocks at a single group of enemies.

24 POINTS: Black belt brawler
ABILITY = KNUCKLE SANDWICH: A powerfully focused and damaging bare-fisted strike.

33 POINTS: Famous fistfighter
TRAIT: +20 attack power when unarmed.

42 POINTS: Fighting mentor
ABILITY = THIN AIR: Generates a powerful vacuum-vortex that slices all enemies to ribbons.

52 POINTS: Fighting instructor
TRAIT: Increased chance of critical hit when unarmed.

70 POINTS: Fighting master
ABILITY = MULTIFISTS: A vicious four-hit strike on a random enemy.

82 POINTS: Fabled fighter
ABILITY = BOULDER TOSS: Showers all enemies with enormous boulders.

100 POINTS: Fist of legend
TRAIT: +50 attack power when unarmed.

STARTING EQUIPMENT

- SOLDIER'S SWORD**
- PLAIN CLOTHES**
- BANDANA**

COURAGE

The courage skill set contains a wide variety of spells and traits that can unlock the Hero's potential as a spellcaster. If you invest in this skill set, you'll be rewarded during the last portion of the game with potent offensive and defensive magic, in the form of the Zap spells and Omniheal. Courage is the swordsman's greatest asset. Mastery of both courage and the sword unlocks Gigagash, the Hero's most powerful attack skill!

8 POINTS: Gains courage to set forth on his journey

SPELL = ZOOM: Allows you to return instantly to certain places you have visited before.

16 POINTS: Brave
SPELL = TINGLE: Cures all party members of the effects of sleep and paralysis.

28 POINTS: Intrepid
SPELL = HOLY PROTECTION: Generates a holy aura that causes weaker monsters to avoid your party.

40 POINTS: Courageous
SPELL = FIZZLE: Prevents a group of enemies from using magic.

48 POINTS: Dauntless
SPELL = ZAP: Calls down lightning on all enemies.

56 POINTS: Fearless
TRAIT: Cast spells with 3/4 of the MP usually required.

70 POINTS: Bravehearted
SPELL = KAMIKAZE: Sacrifices your own life to destroy all enemies.

82 POINTS: Lionhearted
SPELL = OMNIHEAL: Restores all HP to all party members.

90 POINTS: Dragonhearted
TRAIT: Cast spells with 1/2 of the MP usually required.

100 POINTS: Truly valiant
SPELL = KAZAP: Calls down powerful thunderbolts on a group of enemies.
ABILITY = GIGASLASH: A legendary sword technique for cutting down a group of enemies.

YANGUS



Yangus's greatest strength is his incredible fortitude. He has the highest HP, the most resilience, and access to some of the best armour. This makes Yangus an ideal choice for your party's top spot, where he can soak up the most enemy attacks. Devastating spells may often leave only Yangus standing, so make sure he's carrying a variety of recovery items that can help your party recover.

Although Yangus has many strengths, wisdom and agility are not among them. When choosing a skill set, factor in the MP costs of the various skills since Yangus has half the MP of Angelo and the Hero. To compensate for this shortcoming, give Yangus lots of seeds of magic. You may want to avoid giving him seeds of agility, though. Unless you focus on fisticuffs, Yangus will always go last in combat.

STARTING STATS

STRENGTH	11
AGILITY	5
RESILIENCE	7
WISDOM	2

Axe Skills

HELM SPLITTER is one of the best skills in the game, and it costs a mere six skill points! Even if you opt not to pursue the axe skill set, learn Helm Splitter and switch to an axe for the first few rounds of boss fights. Axe skills are powerful, but they don't offer much versatility until you learn the group-affecting Axes of Evil attack.

6 POINTS: Basic axe-fighting techniques

ABILITY = HELM SPLITTER: A skull-splitting smash that lowers an opponent's defence as it inflicts damage.

12 POINTS: Junior cleaver

TRAIT: +5 attack power when equipped with an axe.

19 POINTS: Iron woodsman

ABILITY = HATCHET MAN: An unpredictable attack that can slay an enemy with a single blow... if it connects.

26 POINTS: Axe-fighter

TRAIT: Increased chance of critical hit with axes.

34 POINTS: Axemaster

TRAIT: +10 attack power when equipped with an axe.

42 POINTS: Ace axer

ABILITY = PARALLAX: A focused strike capable of occasionally paralysing an enemy.

54 POINTS: Axelord

ABILITY = AXES OF EVIL: Generates a vortex from your axe blade that chews into a group of enemies.

66 POINTS: Great axeman

ABILITY = EXECUTIONER: A powerful roundhouse strike that fells an opponent in one blow if it hits.

82 POINTS: Axe royale

TRAIT: +20 attack power when equipped with an axe.

100 POINTS: Almighty axeman

ABILITY = TYPHOEUS' MAUL: An ancient axe technique that works wonders on monsters of the beast family.

Club Skills

While the best axe skills are free, all club skills cost a few MP to use. Heart Breaker and Mind Breaker are solid attacks, but you won't earn many gold coins from Penny Pincher or Gold Rush.

9 POINTS: Basic club fighting techniques
TRAIT: +5 attack power when equipped with a club or hammer.

19 POINTS: Li'l slugger

ABILITY = HEART BREAKER: An attack that occasionally causes the target to miss a turn.

25 POINTS: Heavy hitter

ABILITY = PENNY PINCHER: A special technique that steals gold coins from an enemy.

32 POINTS: Hammer artist

ABILITY = MONSTER MASHER: A powerful smash that works wonders on monsters of the material family.

48 POINTS: Skullsplitter

TRAIT: +10 attack power when equipped with a club or hammer.

59 POINTS: Big bludgeoner

TRAIT: Increased chance of critical hit with club or hammer.

71 POINTS: Armour-cracker

ABILITY = MIND BREAKER: A superior club attack that dominates foes and renders them unable to attack.

82 POINTS: Big-league brainer

TRAIT: +25 attack power when equipped with a club or hammer.

93 POINTS: Consummate clubber

ABILITY = GOLD RUSH: A powerful strike that steals an opponent's gold coins as it inflicts damage.

100 POINTS: Lord of destruction

ABILITY = DEVIL CRUSHER: An esoteric club technique effective on demon and material family monsters.





SCYTHE SKILLS

While the prospect of stealing rare items from foes may evoke some, the odds of success with the Steal Sickle abilities are somewhat low. Fortunately, there are other effective scythe skills available. Abilities like Grimmer Reaper and Big Banga, acquired late in the game, are among Yangus's best.

12 POINTS: Basic scythe fighting techniques
TRAIT: +5 attack power when equipped with a scythe.

22 POINTS: Competent chopper
ABILITY = STEAL SICKLE: Occasionally allows you to steal items from those you slash.

32 POINTS: Superb sickler
ABILITY = WIND SICKLES: Sends a whirlwind of sickles pirouetting into the enemy.

42 POINTS: Sickly sweetie
TRAIT: +10 attack power when equipped with a scythe.

50 POINTS: Junior reaper
ABILITY = GRIM REAPER: A swing of Death's scythe that can instantly kill one or more foes in a group.

60 POINTS: Sickle-sonic
TRAIT: Increased chance of critical hit with scythes.

70 POINTS: Renowned reaper
ABILITY = STAINLESS STEAL SICKLE: An improved version of the Steal Sickle attack technique.

80 POINTS: Demon sickler
TRAIT: +25 attack power when equipped with a scythe.

90 POINTS: Reaper lord
ABILITY = GRIMMER REAPER: The aura of Death incarnate annihilates the living and obliterates the undead.

100 POINTS: Death's apprentice
ABILITY = BIG BANGA: An enormous explosion that consumes everything in its path.

STARTING EQUIPMENT

OAKEN CLUB
BANDIT'S GRASS SKIRT
LEATHER HAT

FISTICUFFS SKILLS

Every character has the option of pursuing fisticuffs skills, but they compliment Yangus the best. If you focus on unarmed attacks, Yangus will end up causing less damage than he will with weapons, but will compensate for it with improved agility. Thin Air is one of only a few abilities that hit all enemies for large amounts of damage, and you can get it early in the game. Be forewarned, however, that fisticuffs skills aren't free, and Yangus's lack of MP may become an issue.

3 POINTS: Basic unarmed combat techniques
TRAIT: +5 attack power when unarmed.

7 POINTS: Streetfighter
TRAIT: +10 agility when unarmed

12 POINTS: Village champ
ABILITY = KNUCKLE SANDWICH: A powerfully focused and damaging bare-fisted strike.

18 POINTS: Local champ
TRAIT: Increased chance of critical hit when unarmed.

25 POINTS: Regional champ
TRAIT: +20 attack power when unarmed.

33 POINTS: National contender
SPELL = PADFOOT: A secret technique for disguising your presence so as to avoid monsters.

42 POINTS: National champ
ABILITY = THIN AIR: Generates a powerful vacuum-vortex that slices all enemies to ribbons.

60 POINTS: Continental champ
ABILITY = MULTIFISTS: A vicious four-hit strike on a random enemy.

77 POINTS: World champion
TRAIT: +45 attack power when unarmed.

100 POINTS: Super grandmaster
ABILITY = BOULDER TOSS: Showers all enemies with enormous boulders.

HUMANITY

Among the highlights of the humanity skill set are Nose for Treasure, ideal for those who insist on finding everything, and Kerplunk, which can completely turn things around when all hope seems lost. Underpants Dance and Golden Oldies aren't particularly useful, but they're worth learning just for the comic relief.

4 POINTS: Soft-hearted
SPELL = WHISTLE: Summons monsters with a whistle.

10 POINTS: Kind-hearted
SPELL = HEAL: Restores at least 30 HP to a single ally.

16 POINTS: Busybody
SPELL = NOSE FOR TREASURE: Instantly reports the number of nearby treasures.

22 POINTS: Sentimental
ABILITY = WARCRY: A hideous battle cry that paralyses a group of enemies with fear.

32 POINTS: Considerate
SPELL = SHARE MAGIC: Shares some of your MP with an ally.

42 POINTS: Confidant
SPELL = KABUFF: Raises the defence of all party members.

55 POINTS: Big brother
ABILITY = UNDERPANTS DANCE: Paralyses all enemies with embarrassment.

68 POINTS: Gangleader
SPELL = MIDHEAL: Restores at least 75 HP to a single ally.

82 POINTS: Big boss
SPELL = KERPLUNK: Sacrifice your own life to resurrect all other party members.

100 POINTS: Beloved boss
ABILITY = GOLDEN OLDIES: A multi-hit battle royale from King Trode and friends.



JESSICA



Jessica is perhaps your party's most powerful character and the focal point of your offensive line. Not only are her spells devastating, but her melee attacks pack quite a surprising punch as well.

Jessica has access to some excellent abilities, but a lot of her most potent attacking options can be found in her standard spell list. Highlights include the field-clearing Bang series of spells, and Oomph, which can turn anyone into a monster-smashing machine. For all her might, keeping Jessica alive is a full-time job due to her low HP. Whenever you acquire new armour, accessories, or seeds of defence, consider giving them to Jessica.



KNIFE SKILLS

When you put 30 skill points into the knives skill set, Jessica gains the ability to equip swords. While they lack versatility, swords are her most powerful weapon choice.

4 POINTS: Basic knife fighting techniques
TRAIT: +5 attack power when equipped with a knife.

9 POINTS: Knife fighter
ABILITY = TOXIC DAGGER: A knife-fighting technique that envenomates a single enemy.

15 POINTS: Master blader
TRAIT: +10 attack power when equipped with a knife.

22 POINTS: Serious slicer
ABILITY = ASSASSIN'S STAB: A fearsome technique that fells an opponent instantly by attacking their vital parts.

30 POINTS: Edgemaster
TRAIT: Can now use swords as well as knives.

40 POINTS: Swordfighter
TRAIT: Increased chance of critical hit with knife or sword.

52 POINTS: Famous fencer
TRAIT: +20 attack power when equipped with a knife or sword.

66 POINTS: Blade ballerina
ABILITY = TOXIC SWORD: A sword-fighting technique which envenomates an enemy with each strike.

82 POINTS: Sword princess
TRAIT: +30 attack power when equipped with a knife or sword.

100 POINTS: Sword Valkyrie
ABILITY = SUDDEN DEATH: A fatal flash that strikes down an enemy like a bolt out of the blue.

WHIP SKILLS

Whips hit every enemy in a group and cause a decent amount of damage, making them useful against large groups of foes. The whip is also very effective against bosses. The key is the Twin Dragon Lash, which causes more damage for its cost (a mere 3 MP) than any straight attack spell can inflict.

5 POINTS: Basic whip fighting techniques
TRAIT: +5 attack power when equipped with a whip.

10 POINTS: Whippersnapper
ABILITY = WHIPLASH: A paralysing crack of the whip.

16 POINTS: Ready whipper
TRAIT: +10 attack power when equipped with a whip.

23 POINTS: Whipping artist
ABILITY = TWIN DRAGON LASH: A double-strike that lashes a random group of enemies.

32 POINTS: Whipper ripper
ABILITY = LADY'S THONG: A secret whip technique that steals HP as it damages an enemy.

43 POINTS: Lusty lasher
TRAIT: +15 attack power when equipped with a whip.

55 POINTS: Whip fairy
ABILITY = LASHINGS OF LOVE: Harness your inner passion to paralyse enemies.

68 POINTS: Superstar scourge
TRAIT: +25 attack power when equipped with a whip.

82 POINTS: Whipping angel
ABILITY = QUEEN'S THONG: A fearsome attack that steals the HP of a group of enemies.

100 POINTS: Lady of the lash
ABILITY = SERPENT'S BITE: A technique that transforms your whip into a snake that attacks a group of enemies.

STARTING STATS

STRENGTH	11
LV	9
HP	41
MP	22
RESILIENCE	9
WISDOM	25

**SPRINGS**

- START**
START
LEVEL 10
LEVEL 11
LEVEL 11
LEVEL 12
LEVEL 14
LEVEL 16
LEVEL 19
LEVEL 20
LEVEL 21
LEVEL 23
LEVEL 25
LEVEL 33
LEVEL 35
- FRIZZ:** Singes a single enemy with a small fireball.
SAP: Reduces the defence of a single enemy.
CRACK: Pierces a single enemy with razor-sharp icicles.
SIZZ: Singes a group of enemies with a blazing fire.
EVAC: Allows you to exit instantly from dungeons, caves, and towers.
SNOOZE: Puts a group of enemies to sleep.
BANG: Damages all enemies with a small explosion.
CRACKLE: Rips into a group of enemies with sharp icicles.
OOMPH: Increases the attack of a single party member.
SIZZLE: Burns a group of enemies with a blazing wall of fire.
FRIZZLE: Burns a single enemy with a large fireball.
BOOM: Engulfs all enemies in a large explosion.
INSULATE: Forms a barrier that protects all party members from fire- or ice-based attacks.
KABOOM: Blasts all enemies with an incredibly violent explosion.
KAFRIZZLE: Incinerates a single enemy with an enormous fireball.

STAFF SKILLS

Use the staff skill set to teach Jessica spells like Kasap, Magic Barrier and Kazing. Your investment will be rewarded with traits that ensure she has the MP to use them. Once Jessica becomes a junior sorceress, you can literally cast spells on almost every turn without running out of MP!

3 POINTS: Basic magical staff techniques
SPELL = ACCELERATE: Raises the agility of all party members.

7 POINTS: Junior staffer
SPELL = KASAP: Reduces the defence of a group of enemies.

13 POINTS: Staff analyst
TRAIT: +20 max MP when equipped with a staff.

21 POINTS: Magic staffer
SPELL = BOUNCE: Forms a protective barrier that reflects the enemy's and party's spells alike.

31 POINTS: Chief of staff
SPELL = MAGIC BARRIER: Forms a protective barrier that reduces the effectiveness of foes' offensive spells.

44 POINTS: Junior magician
TRAIT: +50 max MP when equipped with a staff.

57 POINTS: Staff magician
ABILITY = CADUCEUS: A blessing from the heavens that restores a single party member's HP.

70 POINTS: Junior sorceress
TRAIT: Recovers MP every turn when equipped with a staff.

84 POINTS: Staff sorceress
TRAIT: +100 max MP when equipped with a staff.

100 POINTS: Queen sorceress
SPELL = KAIZING: Resurrects a fallen ally.

FISTICUFFS SKILLS

Fisticuffs offers another option for players who choose to focus on Jessica's spells. Invest a mere 52 skill points in Fisticuffs and Jessica can obtain an invaluable defensive boost.

5 POINTS: Basic unarmed combat techniques
TRAIT: +5 attack power when unarmed.

13 POINTS: Femme fighter
TRAIT: +10 agility when unarmed.

19 POINTS: Gladiatrix
ABILITY = STONES' THROW: Hurls rocks at a single group of enemies.

28 POINTS: Semifinalist
TRAIT: Increased chance of critical hit while unarmed.

35 POINTS: Finalist
TRAIT: +20 attack power when unarmed.

45 POINTS: Colosseum champ
ABILITY = HARVEST MOON: Pummel all enemies with a chain of cartwheels and backflips.

52 POINTS: Fightin' fairy
TRAIT: Increased chance of dodging enemy attacks.

68 POINTS: Punching princess
ABILITY = THIN AIR: Generates a powerful vacuum-vortex that slices all enemies to ribbons.

85 POINTS: Battle Queen
TRAIT: +35 attack power when unarmed.

100 POINTS: Queen of the Grapplers
SPELL = MAGIC BURST: Unleashes all remaining magic power in a fearsome explosion.

STARTING EQUIPMENT

- LEATHER WHIP**
WAYFARER'S CLOTHES
HAIRBAND

SEX APPEAL

From a purely practical standpoint, the sex appeal abilities don't do much for Jessica since she already has powerful spells and plenty of MP to use them. However, you can spend 18 skill points to learn the monster-charming trait. This causes lustful enemies to randomly skip their turns in battle without any further effort on your part!

8 POINTS: Jessica realises just how sexy she can be

ABILITY = BLOW KISS: A special kiss that can temporarily prevent enemies from attacking.

18 POINTS: Others realise just how sexy Jessica can be

TRAIT: Has a 1/16 chance to charm monsters.

26 POINTS: Head-turner

SPELL = FUDGLE: Sends a group of enemies into confusion.

38 POINTS: Charming lady

ABILITY = PUFF-PUFF: Charms and excites an enemy into paralysed submission.

48 POINTS: Pretty lady

ABILITY = HIP DROP: Pelvic punishment! Curvaceous hips equal big damage.

54 POINTS: Lovely lady

ABILITY = SEXY BEAM: Focus the power of passion into a beam that sows destruction and confusion.

68 POINTS: Sexy lady

SPELL = KASNOOZE: Puts a group of enemies into a deep sleep.

78 POINTS: Gorgeous lady

TRAIT: Chances of charming monsters increases to 1/8.

88 POINTS: Sultry lady

ABILITY = PINK TYPHOON: A sudden typhoon that rips a group of enemies into ribbons.

100 POINTS: Sexy dynamite

ABILITY = HUSTLE DANCE: Restores at least 70 HP to all party members.



ANGELO



Early in the game, Angelo is a jack-of-all-trades with decent combat abilities and a wide variety of useful spells (Kabuff and Thwack are among the highlights). Later in the game, a natural talent for healing will become Angelo's defining trait, as he can learn spells like Multiheal and Kazing.

What Angelo does when he isn't healing is up to you. You can pursue staves to focus on spell casting, swords to become a force in melee combat, or bows for versatility. Whichever you choose, commit to it early as Angelo receives skill points at a much slower rate than any other character!

STARTING STATS

STRENGTH	37
LV	12
HP	72
MP	38
AGILITY	34
RESILIENCE	20
WISDOM	39

SWORD SKILLS

Although Angelo can't learn quite as many sword abilities as the Hero, he acquires most of them approximately 10 to 20 skill points sooner. Miracle Slash can be very useful, and Falcon Slash is a steal at 40 skill points. Instead of maxing out at Gigashash, Angelo learns Lightning Storm when he masters the art of swordsmanship.

4 POINTS: Basic sword fighting techniques
TRAIT: +5 attack power when equipped with a sword.

9 POINTS: Renowned knight
ABILITY = FLAME SLASH: Channels the power of a raging fire into the blade of your sword.

15 POINTS: Gentle knight
TRAIT: +10 attack power when equipped with a sword.

22 POINTS: Knight of the lilies
ABILITY = METAL SLASH: An attack that can damage enemies with metal bodies.

30 POINTS: Knight of the roses
TRAIT: +20 attack power when equipped with a sword.

40 POINTS: Knight of the crest
ABILITY = FALCON SLASH: A double slicing attack, faster than a falcon on the wing.

52 POINTS: Knight of the sun
TRAIT: Increased chance of critical hit with swords.

66 POINTS: Miraculous knight
ABILITY = MIRACLE SLASH: A secret sword technique that heals your own wounds each time you strike a foe.

82 POINTS: Holy knight
TRAIT: +25 attack power when equipped with a sword.

100 POINTS: Royal knight
ABILITY = LIGHTNING STORM: Strikes down all enemies with mighty thunderbolts.

BOW SKILLS

The highlights of the bow skill set are Cherub's Arrow and Seraph's Arrow, abilities that restore some of Angelo's MP. Since his healing duties require a lot of MP, repeated use of these abilities will ensure that Angelo retains a healthy stash for when the going gets tough.

6 POINTS: Basic archery techniques
ABILITY = SANDMAN'S ARROW: A magical arrow capable of putting a single enemy to sleep.

18 POINTS: Archer
ABILITY = CHERUB'S ARROW: A secret bow technique that regenerates your own MP.

25 POINTS: Arrow sniper
ABILITY = NEEDLE SHOT: Capable of felling an enemy instantaneously if a vital area is hit.

32 POINTS: Arrow soldier
TRAIT: +10 attack power when equipped with a bow.

44 POINTS: Arrow knight
ABILITY = MULTISHOT: A hail of blows directed randomly against one or more enemies.

59 POINTS: Arrow artist
TRAIT: Increased chance of critical hit with bows.

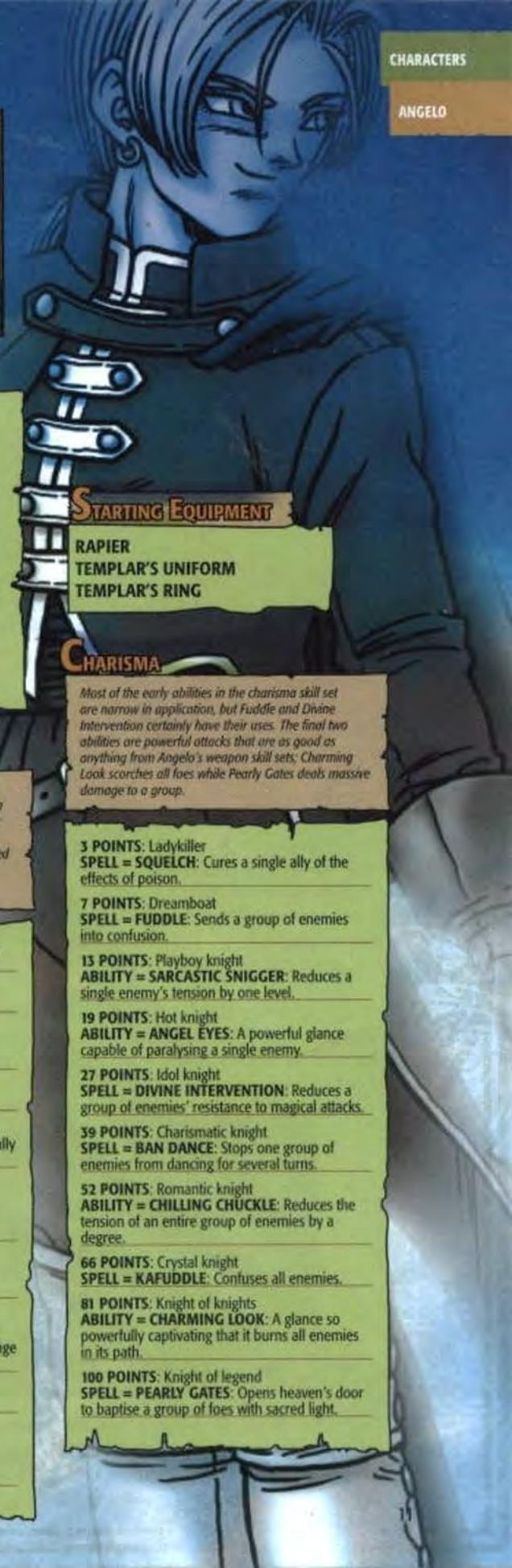
66 POINTS: Wonder archer
ABILITY = SERAPH'S ARROW: A secret technique that recovers even more MP than Cherub's Arrow.

76 POINTS: Miracle archer
TRAIT: +25 attack power when equipped with a bow.

88 POINTS: Saint archer
ABILITY = SHINING SHOT: An arrow attack that bathes all enemies in a destructive magical light.

100 POINTS: Arrow emperor
ABILITY = NEEDLE RAIN: A rain of arrows that can occasionally obliterate all enemies in a single salvo.





SPRINGS

- START** HEAL: Restores at least 30 HP to a single ally.
START BUFF: Raises the defence of a single party member.
START WOOSH: Slices through a group of enemies with a small whirlwind.
ZOOM: Allows you to return instantly to certain places you have visited before.
TINGLE: Cures all party members of the effects of sleep and paralysis.
KABUFF: Raises the defence of all party members.
MIDHEAL: Restores at least 75 HP to a single ally.
LEVEL 13 WHACK: A cursed incantation that sends an enemy to the hereafter.
LEVEL 18 SWOOSH: Slices through a group of enemies with a powerful whirlwind.
LEVEL 19 ZING: Resurrects a fallen ally with a 50% success rate.
LEVEL 22 THWACK: A cursed incantation that sends a group of enemies to the hereafter.
LEVEL 24 FULLHEAL: Restores all HP to a single ally.
LEVEL 30 MULTIHEAL: Restores at least 100 HP to all party members.
LEVEL 32 KASWOOSH: Slices through a group of enemies with a ferociously destructive whirlwind.
LEVEL 34 KAZING: Resurrects a fallen ally.

STAFF SKILLS

The investment in staff skills will pay off when you learn Kathwack and Oomph, which are both fantastic spells. If you stick with it until the end, Angelo will have an abundance of MP for every fight.

3 POINTS: Basic magical staff techniques

SPELL = DAZZLE: Envelops a group of enemies in illusions

6 POINTS: Warlock

SPELL = FIZZLE: Prevents a group of enemies from using magic.

9 POINTS: High warlock

SPELL = BOUNCE: Forms a protective barrier that reflects the enemy's and party's spells alike.

12 POINTS: Conjuror

SPELL = DRAIN MAGIC: Steals MP from a single enemy.

28 POINTS: High conjurer

TRAIT: +20 max MP when equipped with a staff.

48 POINTS: Wizard

ABILITY = CADUCEUS: A blessing from the heavens that restores a single party member's HP.

56 POINTS: High wizard

SPELL = KATHWACK: A cursed incantation that sends all enemies to the hereafter.

65 POINTS: Arch wizard

SPELL = OOMPH: Increases the attack of a single party member.

80 POINTS: Holy wizard

TRAIT: +50 max MP when equipped with a staff.

100 POINTS: Majestic wizard

TRAIT: Recovers MP every turn when equipped with a staff.

FISTICUFFS SKILLS

You must spend 35 skill points before Angelo learns his first fisticuffs ability. However, the traits he'll learn in the meantime make up for it, especially the agility boost and the increased chance of dodging enemy attacks. If you can master fisticuffs, you'll be rewarded with the Angelo-exclusive Miracle Moon ability, a powerful attack that restores Angelo's HP.

7 POINTS: Basic unarmed combat techniques
TRAIT: +7 attack power when unarmed.

14 POINTS: Monk
TRAIT: +10 agility when unarmed.

21 POINTS: Warrior monk
TRAIT: Increased chance of dodging enemy attacks.

28 POINTS: Master monk
TRAIT: +15 attack power when unarmed.

35 POINTS: Paladin
ABILITY = KNUCKLE SANDWICH: A powerfully focused and damaging bare-fisted strike.

42 POINTS: Great paladin
ABILITY = HARVEST MOON: Pummel all enemies with a chain of cartwheels and backflips.

54 POINTS: Saintly paladin
TRAIT: Increased chance of critical hit when unarmed.

68 POINTS: Guardian
ABILITY = DEFENDING CHAMPION: A defensive ability that greatly reduces the damage inflicted by physical attacks.

82 POINTS: Holy guardian
TRAIT: +40 attack power when unarmed.

100 POINTS: Royal guardian
ABILITY = MIRACLE MOON: A miraculous technique that pummels all enemies while regenerating your own HP.

STARTING EQUIPMENT

- RAPIER**
TEMPLAR'S UNIFORM
TEMPLAR'S RING

CHARISMA

Most of the early abilities in the charisma skill set are narrow in application, but Fuddle and Divine Intervention certainly have their uses. The final two abilities are powerful attacks that are as good as anything from Angelo's weapon skill sets; Charming Look scorches all foes while Pearly Gates deals massive damage to a group.

3 POINTS: Ladykiller

SPELL = SQUELCH: Cures a single ally of the effects of poison.

7 POINTS: Dreamboat

SPELL = FUDGLE: Sends a group of enemies into confusion.

13 POINTS: Playboy knight

ABILITY = SARCASTIC SNIGGER: Reduces a single enemy's tension by one level.

19 POINTS: Hot knight

ABILITY = ANGEL EYES: A powerful glance capable of paralysing a single enemy.

27 POINTS: Idol knight

SPELL = DIVINE INTERVENTION: Reduces a group of enemies' resistance to magical attacks.

39 POINTS: Charismatic knight

SPELL = BAN DANCE: Stops one group of enemies from dancing for several turns.

52 POINTS: Romantic knight

ABILITY = CHILLING CHUCKLE: Reduces the tension of an entire group of enemies by a degree.

66 POINTS: Crystal knight

SPELL = KAFUDGLE: Confuses all enemies.

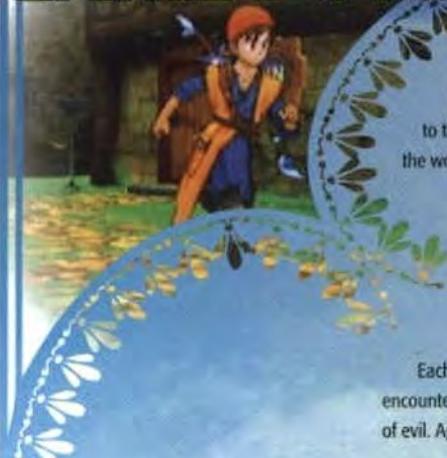
81 POINTS: Knight of knights

ABILITY = CHARMING LOOK: A glance so powerfully captivating that it burns all enemies in its path.

100 POINTS: Knight of legend

SPELL = PEARLY GATES: Opens heaven's door to baptise a group of foes with sacred light.

GAME BASICS



Dragon Quest VIII: Journey of the Cursed King is a role-playing game (RPG) that

takes place in a world dominated by monsters and magic. The objective is to lead a group

of characters, known as "the party," on a quest to overcome the great evil that threatens the land. Achieve this objective by exploring the world, including all of the towns, castles, dungeons, and wilderness areas. Speak to the townspeople, merchants, clergymen, politicians, and kings who populate the cities and villages to learn about the world, and to garner clues as to where the party needs to travel next and what challenges lie ahead.

All that stands between the party and their peaceful goal is an infinite number of monsters and beasts. In order to survive encounters with these ravenous hordes, the party must be equipped with the best weapons, armour, and accessories available. You can acquire useful items and armour by searching every location thoroughly, defeating terrible foes, or purchasing the goods from a merchant.

Each victory makes the characters stronger, and soon they will learn powerful new skills. If the party can survive encounter after encounter and explore their surroundings, they just might save the world from domination by the forces of evil. Against such overwhelming odds, that would be quite an accomplishment!

STARTING A GAME



After inserting the *Dragon Quest VIII* disc into the PlayStation 2 console, wait for the opening demo to finish and then choose one of the starting options. If you've never played before, select "Create a new adventure log." Make sure that a memory card is plugged into one of the two slots on the PlayStation 2 console before starting.

Enter a name for the adventure log file to be created. This name will also be the name of the main character, referred to as the Hero throughout this guide. You can choose any name you like, as long as it's not the sort that will interfere with the gameplay.



When you've entered a name for the Hero, choose "End." Select a memory card slot in which to save your game file. You can put up to 30 saves on a memory card. Choose an empty file and press the **X** button to complete the adventure log creation sequence.



Once you've created an adventure log, you can continue where you left off by choosing the "Continue your adventure" option from the start menu. Select a memory card inserted into MEMORY CARD slot 1 or slot 2, then choose the file that contains the game you would like to load up. Usually, the cursor automatically points to the most recent saved game.

SAVING A GAME

Any time you want to stop playing, return to the nearest church and speak to the priest or nun standing at the altar. Priests offer many services, some of which require monetary donations. To record your progress to a memory card inserted into the PlayStation 2 console, choose the "Confession (Save)" option. Then select a memory card slot and a file location in which to save. If you choose a file location that already contains save data, the priest or nun then asks if you want to overwrite the data. Select "Yes" or "No" to indicate your preference, or select a blank file to create a new adventure log.



CREATE A LOG LIBRARY

If you create new adventure logs every time you save, you can go back to previous saves and replay events. This is useful if you find out that you missed a valuable item or failed to explore an area as well as you should have. However, creating new adventure logs requires additional space on the memory card, and you might need more than one memory card to create enough adventure logs.

CONFERRING WITH PARTY MEMBERS

The other party members provide hints and clues on where to go and what to do next. If you can't figure out the game's next objective, or just need a reminder of your progress after a long respite, just press the Start button for a subtle clue.

CONTROLS

GAME BASICS



CHARACTER CONTROLS

Directional buttons	Walk
Left Analog Stick	Move (Speed depends on distance stick is moved), next message
Right Analog Stick	Camera Angle Rotate camera and character right Rotate camera and character left Switch to character's point of view (First Person View) Set camera angle behind character's back Search, open door or chest, speak with person (same function as ⌂)
Ⓐ (Press Left Stick)	Switch to character's point of view (First Person View)
Ⓑ (Press Right Stick)	Search, open door or chest, speak with person, next message, climb, pick up and throw pots and barrels Open Main Menu, open door or chest depending on where character is standing, investigate well, read signs, climb Skip messages, cancel out of options screen, disembark ship, dismount sabrebat, land godbird View Map Speak to party members Open Battle Records Menu

MENU CONTROLS

Directional buttons	Move cursor
Left Analog Stick	Move cursor
Ⓐ	Next page
Ⓑ	Previous page
Ⓐ (Press Left Stick)	Cancel, return to previous menu
Ⓑ	Select menu option
Ⓐ	Select menu option
Ⓑ	Select menu option
Ⓐ	Cancel, return to previous menu
Ⓑ	Exit Menu, Exit from Battle Records to Main Menu if applicable
SELECT	Cancel, return to previous menu

BATTLE CONTROLS

Directional buttons	Move cursor
Left Analog Stick	Move cursor
Ⓐ	Select menu option
Ⓑ	Cancel, return to previous menu
Ⓐ (Press Left Stick)	Select menu option
Ⓑ	Select menu option
Ⓐ	Select menu option
Ⓑ	Select menu option
Ⓐ	Cancel, return to previous menu
Ⓑ	Exit Menu, Exit from Battle Records to Main Menu if applicable
SELECT	Cancel, return to previous menu

FIRST-PERSON VIEW CONTROLS

Left Analog Stick	Move camera
Right Analog Stick	Move camera
Ⓐ	Return to normal third-person view
Ⓑ (Press Right Stick)	Return to normal third-person view
Ⓐ	Return to normal third-person view
Ⓑ	Return to normal third-person view
Ⓐ	Return to normal third-person view
Ⓑ	Return to normal third-person view

MAP/SCREEN CONTROLS

Ⓐ	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
Ⓑ (Press Left Analog Stick)	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
Ⓐ	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
Ⓑ	World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off.
Ⓐ	Close Map
Ⓑ	Close Map
Ⓐ	Open Map/Close Map
Ⓑ	Close Map

PLAY WITH ONE HAND!

Notice that the controller is mapped in such a way that the player can interact with the game solely using his or her left hand on the controller! Use the Left Analog Stick to move, and press it (L3) to interact with the environment, open doors, open chests, and so on. Press L1 to rotate and press L2 to center the camera behind the character. This allows you to play the game with one hand, and hold this strategy guide with the other!

MAIN MENU



After the opening scenes, press the Ⓐ button to open the main menu. The main menu is divided into four pages indicated by the four menu tabs on the top (Items, Magic, Attributes, and Misc.), and you switch pages by pressing the R1 or L1 buttons or left or right on the directional button. Enter the chosen page by pressing the Ⓑ or Ⓒ button. Open the main menu whenever you want to perform one of the following actions:

- View each character's inventory and items in the Bag.
- Change the characters' equipment.
- Use healing items or cast healing spells between battles.
- Use important items that summon sabrecats or transform the party into the flying Godbird (when available).
- Read important notes and recipes.
- View the status and attributes, including magic, spells and abilities, of each party member.
- Change a character's battle tactics.
- Change the party lineup.
- Change screen, sound, and camera settings.
- Open the Battle Records menu.
- Open the alchemy pot menu (when available).
- Open the Monster Team menu (when available).

ITEMS PAGE

The first page of the main menu is the Items page, displaying all of the items held by each character and extra items contained in the Bag. The party's total amount of gold coins is shown in the lower-right corner of this screen.

Press the Ⓑ or Ⓒ button while viewing the Items page to move the cursor to the first character in the party's lineup. Then move the cursor to the character whose items you want to view, or to the Bag.



CHARACTER ITEMS

To interact with the items in a character's possession, move the cursor and select that character. Then move the cursor to the desired item and press the **B** button to bring up the popup item option. The help window at the bottom of the item screen displays the description of selected items. Each character can carry up to 12 items. *The items in a character's inventory are the only items that can be accessed in battle.*



BAG OPTIONS



View Bag's Contents: Enter the Bag and interact with the items inside. While viewing items in the Bag, press R1 to scroll to the next page of items in the Bag, and press L1 to view the previous page of items.

Organise Items: Allows you to instantly dump all unequipped items that one or all characters are carrying. For instance, if the Hero's item slots are full but he's only equipped with five items, use this option to move the unequipped extras to the Bag without having to transfer them one by one. Items that can be used for combat (such as cheeses and certain weapons that can be used as items) will not be moved to the Bag.

Sort Bag's Contents: Rearranges the items in the Bag based on type or alphabetical order. When you sort by type, items are arranged in the following order: Items, Important Items, Weapons, Armour, Shields, Helmets, and Accessories.

POPUP ITEM OPTIONS

Move the cursor to any item in a character's inventory, or in the Bag, and press **B** or **A** to bring up the popup item options.

Use: The highlighted character uses the item, either on himself or another party member, if applicable. If the item is a restorative herb or medicine, the character's status ailment is cured or they regain HP/MP. If the selected item is a tool, its function is enabled.



Transfer: The item becomes attached to the cursor, and you can then transfer it to the inventory of another character or to the Bag. To transfer an item to another character, he or she must have an open slot in their inventory.

Equip/Remove: If the item is a piece of equipment such as a weapon, garment or accessory, use this option to equip or remove the item and receive any status benefits/impediments the item provides. The attribute affected by a piece of equipment is displayed below the character's item slots. A decrease in the attribute is displayed in red numbers, and an increase is marked in green.

Discard: The selected item is removed from the character's inventory or from the Bag. Discarded items are lost permanently.

Nothing: Cancels action and closes the popup item option.

MAGIC PAGE

Certain spells can be used in battle, but some can only be used outside of battle in the field. The second page of the menu screen allows you to cast spells that can be used in the field. These include healing or status ailments, curing spells, protective spells, and teleport spells that allow the party to escape from a dungeon or return to a previously visited town. Open this menu screen and use the characters' spells to prepare for upcoming battles.



ATTRIBUTES PAGE

The Attributes page of the menu screen allows you to view all of the statistics regarding a character's combat skills and abilities. Highlight a character with the cursor, and press **B** or **A** to access their attribute pages on the right of the screen. Move the directional button or the left analog stick to the right or left to scroll through the pages. The pages are displayed in the following order: Equipment and Attributes, Field Magic, Battle Spells, Battle Abilities, and Traits.

When the Field Magic, Battle Spells, and Battle Abilities pages are displayed, press **B** or **A** to make the cursor appear. Use the cursor to highlight spells and skills, and read their descriptions at the bottom of the screen. It's a good idea to know the function of a spell or ability *before* attempting to use it in battle!



MISCELLANEOUS PAGE



The fourth page of the main menu allows you to perform a variety of actions.

Heal All: Restores the HP of each party member as efficiently as possible. If the characters know healing spells and have sufficient MP, the lowest possible amount of MP will be used to fully heal the party. If no spells have been learned, healing items are used from the characters' inventories (Or party's inventory).

Tactics: Allows you to determine whether characters are controlled manually or automatically during combat. If you choose a tactic other than "Follow Orders," the character acts automatically in battle according to the guidelines of the chosen tactic. Tactics can be switched during combat as well. More details on tactics are given in the "Combat" section of this chapter.

Line-up: Use this option to change the order of the party. The character at the top of the party line-up is the character displayed onscreen when you're navigating through fields, towns, and dungeons. Characters placed toward the top of the line-up are more likely to be on the receiving end of enemy attacks. Characters further down in the line-up are more likely to evade attacks, and won't be targeted as often. We'd like to suggest that you keep Jessie at the bottom of the party line-up at all times, due to her typically lower defence and HP attributes.

Equipment: Provides an alternate method of changing the character's equipment. Items in the selected character's inventory are displayed according to type, rather than all together.

Settings: Here, you can change the aspect ratio of the display to better suit widescreen monitors, adjust the volume of music, sound effects, and character voices, and change camera control options.

Help: At key points during the beginning of your adventure, you will be shown some helpful hints and explanations about the game. Refer to this section for reminders.



Battle Records: Another method of opening the Battle Records menu, detailed in the next section.

Alchemy Pot: Opens the Alchemy Pot menu, when available.

Monster Team: Opens the Monster Team menu and allows you to select available monsters to fight in Morrie's Monster Arena. More details on the arena are provided in the "Side Quests" chapter.



BATTLE RECORDS MENU

While King Trode accompanies the heroes on their journey, he keeps a log of everything they experience. Trode records data on enemies defeated, items handled, and alchemy pot recipes collected. View this information in the Battle Records menu.

The main page of the Battle Record displays the log overview, including statistics such as the distance travelled, the battles fought and won, and other facts regarding your adventure. Choose one of the three options to view one of Trode's collected volumes.

DEFEATED MONSTER LIST

All of the creatures that the party defeats in battle are added to the Defeated Monster List. Various statistics are listed for each monster, such as Experience Points (EXP) and gold coins (Gold) acquired when the monster is defeated, the number defeated thus far, and any items it's dropped. Items must be dropped by the creature at the end of the battle in order to be added to the Defeated Monster List. The monster's main habitats are also listed.



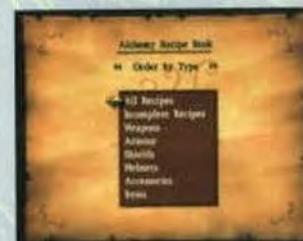
COLLECTED ITEM LIST

Every item obtained by the party, irrespective of whether it's still in your possession, is added to King Trode's Collected Item List. Items and their descriptions may be viewed all at once, in order by type, or by individual type. This menu is handy if you're shopping and want to purchase something you used to own, but cannot quite remember its function.



ALCHEMY RECIPE BOOK

As the heroes continue on their journey, King Trode eventually decides to reestablish the ancient practice of combining items to form new ones in a device called an alchemy pot. The combination of two or more items is called a *recipe*. All of the alchemy recipes that the heroes successfully combine, read about in books, or hear rumors of are collected and catalogued in King Trode's Alchemy Recipe Book. This book is viewable both from the Battle Records menu and the Alchemy Pot menu.



Recipes can be viewed all at once, or according to the type of resultant item. It's also possible to view only those recipes that have been heard of or hinted at, but haven't been used to create an item.

If the resulting item or the ingredient is a known item, the name will appear in a black font. If the item produced from the recipe is unknown, three red question marks are shown. If the party has only a vague idea of what the item or the ingredient might be, a clue appears in green letters.

Movement

Move the character around towns, castles, dungeons, and the field with the left analog stick. The character moves in the same direction onscreen as the left analog stick. Therefore, if you move the left analog stick left, the character runs toward the left side of the screen. Move the left analog stick to the right, and the character goes right. Move the left analog stick up, and the character moves toward the horizon. Move the left analog stick down, and the character moves toward the screen. The character can also move in any diagonal direction relative to the movement of the left analog stick.



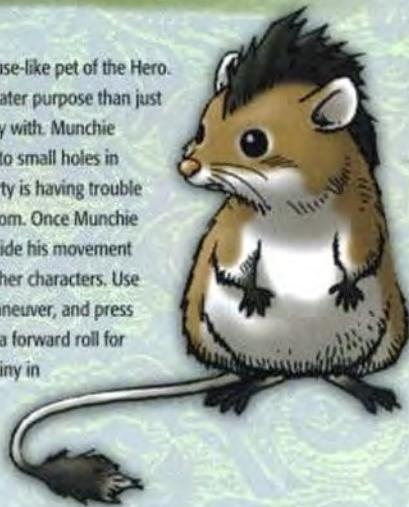
The character's speed of movement is determined by how far you move the left analog stick. Move the left analog stick as far as it will go to run at full speed, or only a little way to walk. The directional button can be used to make the character walk as well.



Walking is sometimes better than running, especially if the ground is icy or slippery. Running over an icy bridge can be dangerous, because the party might fall over the edge!

Munchie

Munchie is the small mouse-like pet of the Hero. However, he serves a greater purpose than just being cute and fun to play with. Munchie is tiny enough to crawl into small holes in walls, especially if the party is having trouble getting inside a locked room. Once Munchie is on his own, you can guide his movement the same as any of the other characters. Use the left analog stick to maneuver, and press the **B** button to perform a forward roll for fun. Since Munchie is so tiny in stature, he can't jump up and unlock doors for the Hero to walk through. But perhaps there's something in the room that's light enough for Munchie to carry back to his master...



Acquiring Items

Aside from winning battles, the second best way to improve the fighting abilities of the characters is to collect the best possible items and equipment. There are several ways to collect items. To get the most out of the game, be sure to practice all of the following item acquisition techniques, all of the time.



TYPES OF ITEMS

Finding items is important, but knowing what to do with those items is essential. Keep in mind the types of items on hand, and use them as soon as needed to keep the characters healthy, strong, well protected, and fighting at full potential in every battle.



MEDICINES

Medicines take the form of herbs, roots, mixtures, elixirs, and potions. You can use medicines only once, and they disappear from the inventory when used. They can be used in the field or during combat, if contained in a character's personal inventory.

SEEDS

A character can eat a seed to improve an attribute. This allows you to develop characters more effectively than by simple leveling up, by strengthening the defence of a character who seems to take too much damage from physical attacks (Jessica), for example, or by boosting the agility of a slower character who's always getting left behind (Yangus).

MISCELLANEOUS USE ITEMS

Miscellaneous items include field-affecting items and attack items usable in combat. For instance, phials of holy water stop random battles with weaker monsters from occurring as long as their effects are active or the character remains in the area of effect. Chimera wings can be used to warp the party instantly to any previously visited town or city, when they need rest or additional supplies. A rockbomb shard is an attack item that can be used in combat to cause damage to all enemies. This category also contains unique items such as Baumren's bell, which summons a sabrecat for riding swiftly across long distances.



CHEESE

The Hero can feed cheese to Munchie during combat, provided that a piece is handy in the Hero's personal inventory. What happens when Munchie eats certain types of cheese in battle, no one knows. We leave it to you to experiment during battle and find out the surprising results on your own. A variety of cheeses with various effects can be created in the alchemy pot.

ALCHEMY ITEMS

Some items are used exclusively in the alchemy pot. When combined with one or two other items, they mix together to form a new item. For instance, fresh milk and rennet powder have no use individually. But when combined in the alchemy pot and allowed to simmer, the two mix together to form plain cheese. And we all know what happens to Munchie when he eats cheese during battle. Or do we?

RARE COINS

By opening certain chests or defeating special monsters, the party can acquire rare coins that can be sold or traded at a high profit. Although coins can be sold to any merchant, mini medals are another story. Someone in the world is rumored to be searching for them...



IMPORTANT ITEMS

Important items often serve a function in the game when the party merely possesses them. For instance, owning the world map allows you to view the entire world at a glance when travelling in the field. The thief's key allows the party to unlock treasure chests that may have extra security. Some important items are found or received, and some are created in the alchemy pot. Sympathetic people along the journey will hand many important items to the party. Most important items have a story-driven purpose and may be required by other non-player characters in the course of events. If you acquire an important item and have no idea what to do with it, speak with all of the people you've met. With the item in your possession, they may have something of relevance to say.



WEAPONS

Of the five types of equipable items in the game, weapons are perhaps the most interesting! A weapon improves the attack power of the character who wields it. The type of weapon also determines whether the character can attack one enemy or several enemies per turn. Without weapons, the character must rely on leveling and bare mitts to get the job done. Then again, maybe there's something to be said for barehanded brawling...



ARMAMENTS

Armaments are divided into four types of protective items that a character can wear to improve his or her durability in combat. Armaments include suits of armour, shields, helmets, and certain accessories. Stronger armour reduces the amount of damage taken during battle. Sometimes armaments may have additional benefits, such as reflecting spells or regenerating the wearer's HP every round. Check item descriptions in the menu for details.

ACCESSORIES

Small accoutrements, such as rings and bracelets, that improve one of a character's attributes are known as accessories. Equipping such items may raise a character's attack, defence, wisdom, or agility, improving damage, protection, magical power, or combat speed, respectively. Accessories may also have a secondary ability, such as making a wearer resistant to certain status ailments.

TYPICAL ITEM LOCATIONS

When you're searching towns, go into homes and places of business to find useful items and equipment. In dungeons or caves, items are often located in side rooms off the main corridors. Items are rarely out in the open, but are usually inside containers of various types. If you learn to identify the types of containers that may hold items, finding plenty of useful things to wear or sell should be no problem.

BARRELS AND POTS

Wooden barrels and clay pots can be picked up by the character, carried around, and then shattered on the floor. If an item is inside the barrel or pot, the character obtains it immediately.



To pick up a barrel or pot, stand facing the object and press the \mathbb{X} , \mathbb{O} , or the L3 button. You can throw the container immediately, or carry it to a clearer spot. Press any of these three buttons a second time to toss the breakable object to the ground, smashing it.



CABINETS

You can open cabinets with doors while searching towns and castles for items. Stand facing the cabinet doors, and press the \mathbb{X} , \mathbb{O} , or the L3 button to open them and search the inside. If an item is available, the party collects it immediately.



ITEM BAGS

Bags hung from pegs on walls may also contain items. To search a hanging bag, face it and press one of the search buttons. The character sticks his arm in and feels around.



BOOKSHELVES

Sometimes important books can be found on bookshelves. By reading these sagely volumes, you might be able to learn clues regarding upcoming challenges. Some books contain interesting information regarding the history of the world in which the characters live. However, some bookshelves contain absolutely nothing of interest. Whenever you decide to stop and glance across the titles on the book spines, you risk wasting your time, but the rewards can be great. Some books may allude to recipes for the alchemy pot. This is, in fact, the number one method of learning alchemy recipes in the game.



CHESTS

Treasure chests must be opened from the front, so examine the chest in first-person view if needed to determine which side to stand near. Press the search button to open the chest and collect the item inside. Be cautious, however, because horrible monsters called mimics like to pretend to be treasure chests sometimes. If a party opens a chest that turns out to be a mimic or a cannibal, a fierce battle ensues.

Some treasure chests are locked and require a special key to open them. There are three keys in the game that will unlock a sealed treasure chest: the **thief's key**, the **magic key**, and the **ultimate key**. Each key is greater than the last and opens more types of treasure chests. Once you find the ultimate key, all the previous keys can be discarded or used in the alchemy pot, if possible.



DEFEATED ENEMIES

Sometimes when the party wins a battle against a monster party, one or more of the monsters may drop an item. This is another way to acquire items. If you need an item for the alchemy pot, and you know that a particular monster in a certain region sometimes drops that item, do some additional hunting there for a while.

ALCHEMY POT

Certain items can only be acquired by combining them with other items in the alchemy pot. Therefore, it can be hard to discard or sell any item because it may be a key ingredient in a rare mixture. We leave it up to you to determine which items must be obtained via alchemy. This research shouldn't be hard, especially if you use the recipes found in the "Alchemy Pot Recipes" chapter.



NON-PLAYER CHARACTERS

Anybody you meet during the course of the adventure who's not in your party is considered a non-player character, or *NPC*. These NPCs are the number one source of clues and information in the game, and speaking with them is the best way to learn where to travel next and what dangers may lie in wait there. Speak to any NPC by approaching within a few steps of them, facing them, and pressing the **Ⓐ**, **Ⓑ**, or the **L3** button.

NPCs move around and live their lives just like ordinary people. For this reason, they're usually not found in the exact same location after the sun goes down. Many times, the things an NPC says at night differ from what they say during the daytime. Therefore, it's important to speak to everyone in the light of day, and again after dark.



MAPS

While visiting a populated town, city, or castle, press the **Ⓐ** button to view a colorful hand-drawn map of the area. Maps show the streets and buildings, which can aid navigation. Icons placed over important locations in town show you where to stop for a night's stay, a quick confession, or a stout drink.



MAP ICONS



Inn



Armour Shop



Weapon Shop



Item Shop



Church



Well



Gold Bank

TOWNS AND CASTLES

When travelling through populated areas, the party normally doesn't encounter monsters unless they invade a town in the course of the story. Therefore, it's alright to relax and take things easier when you're hanging out with the locals. Towns also have several beneficial services that the party can take advantage of, usually for a price.



The party can rest at a local inn, either overnight or until evening, usually for a fee. Whether you decide to stay until evening or overnight, resting at an inn fully restores the HP and MP of all party members. The rate differs from town to town and depends on how many people you have in your party. Usually, the towns you visit later in the game will charge higher rates per person. Please note that staying at an inn will not bring back a fallen party member.



By staying overnight, the party can set out at first light when the monsters are weaker. By resting until evening, the party can visit areas at night when the circumstances are different, or cross the fields when the monsters are more challenging.



Merchants set up permanent stores in towns. Typically, these peddlers stock an assortment of items and equipment that protect travellers from the monsters in the region. For example, the peddlers in Farebury sell weaker equipment for a lower price, whereas the merchants in Ascantha sell more expensive gear. The monsters in the Kingdom of Ascantha are much more powerful and dangerous than the ones near Farebury, so it all makes sense.

When you want to see what a merchant has for sale, observe proper etiquette by speaking to the clerk from across the counter. If you go behind the counter and speak to a merchant, typically they won't sell you items. However, they may still have something interesting to say....



Pubs are where the common folk gather, along with the runts and rogues. The town pub is the place to go if you're looking to meet someone important, or if you want to hear the local gossip and rumors.



CHURCHES



A priest or a nun inside a church, usually standing behind an altar, will hear the party's confession for free. Confession is a fancy way of saving your progress in the game. Anytime you want to stop playing, warp back to the nearest town and make a confession before quitting the game.



GAME BASICS

Churches offer many other helpful services, as listed on the church menu. Many of them require a donation, which sometimes costs more than you want, or can afford, to pay.

DIVINATION

The priest or nun looks deep into the soul of each character and determines how many more experience points he or she needs to accumulate before reaching the next level. Divination is free, and it's extremely useful when you're planning whether to push onward or spend some time hunting monsters in the field.



RESURRECTION

Death is a reality of battle, and when allies fall in combat, the entire party is weaker as a result. Retreat to the nearest church and seek the aid of a priest or nun in resurrecting dead characters. The church requires a fee to bring each deceased character back to life. The clergy quotes the amount of gold coins required to perform this action. The higher the level of the deceased person, the more gold coins the church requires.

If the entire party falls in battle, the bodies are collected and taken to the church in the nearest town you've visited. All characters are revived automatically, at a cost of half the party's gold coins.

PURIFICATION

Poison is a status ailment that continues afflicting characters even after battle. If an antidote or the proper spell isn't available, return to the nearest church and seek the aid of a priest or nun. Purification is an extremely cheap service. The further from civilisation you go, the more it will cost you.

BENEDICTION

Curse is another status ailment that affects characters in the field. Although some enemies can curse characters during battle, the effect is usually temporary. However, some weapons and equipment are cursed permanently. When they're equipped, the character becomes cursed immediately and cannot take action in battle. The only way to remove the cursed equipment is to return to a local church and seek benediction services. Benedictions aren't nearly as cheap as purifications, and the amount of gold coins required is determined by the affected character's level.



GOLD BANKS

A few major cities and even a few offbeat locations provide financial storage solutions. The point of giving money to Gold Banks for safekeeping is to avoid losing half your earnings if the party is wiped out in battle. The church cannot touch money stored in a Gold Bank, so it's safe. Gold Banks become available as the party explores new areas, so be sure to store most of your wealth there, and carry only what little gold coins you need to get by.



HOUSES

Many people live in towns, and they generally dwell in houses. Speak to the people inside these homes, and search their cabinets, barrels, pots, bags, and chests for useful items. Some people obviously have no idea what kinds of cool stuff they have tucked away in their cupboards, because they don't seem to mind parting with it!

CASINOS

Gambling halls in the towns of Pickham and Baccarat provide a fun diversion from the trials of saving the world from evil. To play the slots, bingo, and roulette, you need tokens. There's usually a counter inside the casino where you can buy them, at a rate of 20 gold coins per token. Try to keep the price of a token in mind when you're placing bets of five or more on a single spin of the wheel. Tokens can be exchanged for the weapons, equipment, and items offered at the exchange counter, also located inside the casino. As long as you have at least a single token, you can view all the wares that are available at the exchange counter to determine how many tokens you will need for the item you want.



WELLS

Towns need a source of water, and many have old-fashioned wells. The characters can climb down into a well and find hidden chambers underneath the towns. The discarded items you find inside a well may turn out to be of great benefit to the party!



DAY AND NIGHT EFFECTS

The daytime is when towns usually have the most activity. At night, many of the townspeople trudge home for some well-earned rest. As nighttime settles in, NPCs change locations and shops close. The only places that stay open 24 hours are the churches, inns, and casinos. Sometimes people lock their front doors against intruders, so it may be harder to search for items at night. But some citizens only come out after dark, so perhaps the nighttime is just as good a time as any to visit a town!



FIELD

Whenever the party leaves the comforts of a town, city, or castle, they enter a giant wilderness known as the field map. While moving in the field, the heroes encounter randomly generated parties of monsters roughly every 10-25 steps, depending on the terrain and the time of day. Without the safety of nearby inns and churches, search and survival skills in the field are extremely important.



COMPASS

While you're navigating in the field, a directional compass appears in the lower-left corner of the screen. Use the compass to move north, south, east, and west. Sometimes certain NPCs will tell the party to head south to find a certain location. Without a world map handy, the compass is the best tool to help you get there.



TERRAIN

The type of terrain the character walks upon determines several factors, including the frequency of monster encounters and the types of monsters. Areas with plenty of trees are referred to as forests, sandy areas are beaches or deserts, and everywhere else is fields. Even walking on a dirt road is safer than walking in the green grass. Pay careful attention to the type of terrain surrounding the character.



The party takes constant damage when walking over certain types of terrain, such as poisonous swamps. The types of monsters in swamps are more likely to inflict status ailments on characters as well.

FIELD TREASURE CHESTS

Look for lone treasure chests while navigating across the field map. Most of them aren't located right by the beaten path, but rather behind cliffs or at the edges of lakes. Field treasure chests contain items just like the ones located in towns and dungeons. Many field treasure chests are locked and cannot be opened until you find the proper key.



INFAMOUS MONSTERS

In certain areas in the field, monsters are visible on the map. As the character approaches, the monster may run away or may rush forward and attack. If it attacks, a battle begins. Monsters that are visible in the field are unique creatures that aren't encountered anywhere else in the game. Some infamous monsters only appear at night while others only appear during the day. Certain ones also appear in as many as four different locations! If you defeat them, infamous monsters often drop rare coins that can be sold for high amounts of gold coins. And you may find out that the infamous monsters serve another purpose in the game, if you talk to the right people...



DAY AND NIGHT IN THE FIELD

The more time you spend exploring the field map, the darker the day becomes. As dusk fades and the stars come out, the situation changes in the field. Not only is the environment harder to see, but the monsters you encounter at night are much tougher than the ones you fight during the day. When inexperienced characters are caught

in the field at night, it may be a wise idea to warp back to the nearest town and sleep in a safe inn bed. Better than recklessly plunging forward and losing allies in unnecessary battles, especially when you consider how much it will cost to resurrect them. Then again, if the encounters in your current region have started to lose their flavour, perhaps travelling at night is just the challenge the party needs to keep leveling up at a good pace.



GAME BASICS

TRANSPORTATION

Because travelling the field requires the party to go long distances, it's impossible to reach all parts of the world on foot. Once you've explored the farthest reaches of the eastern hemisphere, the party must seek out some means of sea travel. Then you can chart the vast oceans and find out what else this fantastic world has to offer. The party continues to have random battles against monsters that board the ship at sea.



Dock the ship by moving toward any piece of land until the option to disembark appears onscreen. The party docks the ship and goes ashore to explore on foot. To board the ship again, move along the ship's portable pier until the characters take to the seas once more. Using chimaera wings or a Zoom spell is no problem, because the ship changes location to be conveniently accessible to the party no matter where they go.



Great sabrecats are another way of travelling long distances quickly. To acquire a sabrecat for riding, the party should speak to someone who trains them for a living. You can dismount from a sabrecat at any time by pressing the \odot button. The party continues having random battles while riding sabrecats, although at a greatly reduced rate per distance. Perhaps another means of easy travel is available... something in the sky?



DUNGEONS

The term *dungeon* refers to any unpopulated indoor location with a heavy concentration of monsters, possibly a few tricks and traps, and maybe one or two environmental puzzles to unravel. You'll also run into the leaders of the monsters, also known as the *bosses*.



MOBILE STATUES

Sometimes you can move objects such as statues across flat areas. To move an object, face the side of it and press the **X**, **□**, or the L3 button to grab hold. Then use the directional button or the left analog stick to make the character push the object forward, left, or right, or to pull it backward. Statues can be moved in one of four directions, depending on where the character is facing. To move the statue at a slightly better angle, change to another side of the statue and try moving it from there.



LEVERS AND SWITCHES

Machinery in dungeons presents a conundrum. Pulling a lever or switch may help the party down the road, or it may release a trap that instantly springs into action! Levers sometimes reveal hidden corridors or raise collapsed mechanical staircases so that the party can access new areas.



TRAPS

You'll find various types of traps in dungeons. What looks like a perfectly normal door could be a spring-loaded trap that pushes the party through a hole in the floor to the level below, so they have to fight their way back up. Another setback is when you navigate through a room improperly and are locked in a corridor leading back to the starting point, rather than heading for the exit. Whenever you begin to sense a trap, it's better to stand still and think about how to proceed, rather than plunging blindly ahead.



DANGEROUS GROUND

As in the field, walking on certain types of terrain may cause damage to the party, such as purple or green acid pools and spiked floors. When the character starts flashing red and you hear a striking sound effect, it means that everyone in the party is suffering small amounts of damage with each step.



COMBAT

Your party lines up directly across from the monster party, in the order determined by the Line-up function in the main menu. Characters at the head of the line-up are more likely to be targeted, and more likely to take damage from enemy attacks. During combat, you issue menu commands to the characters. The characters then carry out their orders when it's their *turn*. The monsters respond with attacks or actions of their own. When all monsters and all characters have had a turn, one *round* of combat has passed.



Read the following sections to better understand the combat system, and to learn how to resolve conflicts swiftly and efficiently with the least amount of damage to the party.



RANDOM ENCOUNTERS

Every step the onscreen character takes into a monster-filled region or dungeon is counted, and this count determines when the next battle occurs. In the field, the characters can walk roughly 20-25 steps before triggering an enemy encounter. In rougher terrain, such as the forest, beach, snow, or desert, battles occur every 15-20 steps or so. In dungeons, battles occur every 10-20 steps, depending on the difficulty level of the lair. Sudden battles triggered by character movement are known as *random encounters*. Speaking to or touching unique monsters or NPCs may also trigger battles.



ROUND COMMANDS

At the start of each round, the Round Command menu appears. Before doing anything else, you can flee from battle, intimidate and try to scare the enemies off, or change each character's battle tactics.

Fight: Issuing this command opens the Character Turn Command menu, where you input commands for characters who are set to Follow Orders. Characters set to automatic tactics behave accordingly.

Flee: This command makes the party flee from battle. Whether or not the party gets away depends on whether escape is allowed. During many event battles, fleeing isn't permitted. However, during most random encounters, the party has a chance to escape.

The chance of fleeing is determined by a number of factors. Although it is mainly based on luck, there are other things to consider. For example, the more turns that take place in battle, the higher the chance there is to flee. Also, if the party's level is much higher than the monsters' level, the chance to flee is 100%. If one or more characters are killed during battle, try to flee in the next round to avoid complete annihilation. Fleeing prevents characters from receiving experience points or gold coins, even if monsters have been eliminated.



The party flees!

After fleeing, use chimera wings or a Zoom spell to return to the nearest town with a church if you're low on HP.

Intimidate: This command makes the characters attempt to frighten off enemies, reducing the size of the monster party and making it easier to win the battle. The character who's first in the lineup gets the first chance to try. Making an ugly face and screaming, he or she tries to drive off the monsters.

Intimidating monsters may scare them away from the battle, or it may have the opposite effect. Higher-level monsters may become enraged and get an extra attack. Therefore, it's not wise to go around intimidating monsters haphazardly, especially when your party is at very low levels or are just entering a new region. Each time you give the Intimidate command, the next character in the lineup tries to intimidate the enemies. Intimidation never works on boss monsters, but it may drive off any underlings serving them.



HERO intimidates the cockatoos!

TACTICS

This command allows you to change how characters are controlled during the course of the battle. Characters set to the Follow Orders tactic are controlled manually using the Character Turn Command menu. Characters who have been assigned any other tactic fight automatically, casting spells and using abilities according to the tactic selected. Tactics can also be changed between battles using the main menu. The Hero cannot be assigned a tactic; you have to input his commands every round.

GAME BASICS



Show No Mercy: Characters unleash their most powerful attacks against foes, regardless of MP cost or item consumption.

Fight Wisely: Characters use spells and abilities with minimal MP cost, unless they or an ally are close to death.

Focus On Healing: Characters use healing spells and abilities on any ally in the party who's below their maximum HP.

Don't Use Magic: Characters use only physical attacks to strike foes. Be sure to switch to this tactic when characters are running low on MP.

Get Psyched Up: The character psyches up to increase tension every turn until strong enough to cause high damage. The character won't attack or use spells or abilities until the appropriate amount of tension is reached.

Follow Orders: The default setting for all new party members. You manually input a command for each character every round. This is the surest way to make sure each character is behaving appropriately during combat.

CHARACTER TURN COMMANDS

When you select the Fight command from the initial command menu, the Character Turn Command screen appears. You can choose battle commands for the Hero and any other characters who are set to the Follow Orders tactic.



ATTACK

The character physically assaults the targeted enemy or enemies. Equipped weapons determine whether characters can strike single or multiple targets, and strengthen their attack. Physical attacks are the best way to defeat most monsters.



SPELLS

As characters reach higher levels, they will automatically learn some magic spells for use in combat and in the field. Some spells can be learned only by speaking to a certain NPC. Choosing the Spell command opens the selected character's Spell menu. Move the cursor to highlight spells, and choose an appropriate one based on the situation and the spell's description. Most spells require MP consumption and cannot be cast if the character has 0 MP. Replenish MP by consuming items such as magic water and elfin elixir, or by resting at an inn.



ABILITIES

After gaining a few levels, characters start to receive skill points upon leveling up. While the victory display is still active, you can distribute skill points to any of the characters' weapon or personality skills. When enough skill points are attributed to a skill, the character learns a new ability.



Abilities associated with weapons might only become available in combat when a character equips a certain type of weapon. Many abilities consume MP and cannot be used if the character has insufficient MP remaining. Abilities tend to allow characters to damage enemies while inflicting status ailments upon them.



DEFEND

When you issue the Defend command, characters raise their guard (and/or a shield, if equipped) in preparation for attack. The character can do nothing else for the remainder of the round. Note that if the enemy's attack valve is low and the party's defence value is high, there is a higher chance that the enemy's attack will miss. Issue the Defend command if it looks like the enemy is about to perform a particularly powerful attack that could greatly reduce the characters' HP or even kill them.



ITEMS

Choose this command during combat to view the personal inventory of the selected party member. Characters cannot use items stored in the Bag during combat, so it's important for each hero to tote around a few healing items and perhaps some powerful attack items, such as a piece of cheese or a rockbomb shard. Some weapons and armour pieces can be used during combat to cast spells, so try filling your characters' inventories with a variety of items and using them in combat.



PSYCHE UP

This command causes the character to focus their energies, raising their tension level. No other action can be performed during the turn. Each time a character's tension level rises, all of his attributes increase. This means that characters can cause more damage with their attacks or spells, are slightly less likely to be hit, sustain less damage from enemy attacks, and administer greater healing when items or spells are used.



The first time a character psyches up, his or her tension increases by 5. The second time, it increases by 20. So it's important to psyche up at least twice just to be serious about it.

On the third attempt, there's a chance of failure to psyche up. The character doesn't lose any tension, but doesn't gain any either. If the third attempt is successful, the character's tension increases by 50. At this point the character reaches a state of *high tension*.

As characters increase in experience level, past level 20, they can reach an even higher tension level. Reach a tension increase of 50, then try to psyche up again to a tension increase of 100. In this extremely intense state, you can even kill powerful foes with one strike.

When there are many enemies in the monster party, it's difficult to psyche up because the characters leave themselves vulnerable to attack. It may be wiser to have one character psyche up and attack while the rest of the party performs regular attacks and healing procedures every round. During boss fights, when the party usually faces only one foe, it's easier to spend the first few turns raising tension.



When the Hero reaches super high tension, he transforms!

However, observe boss monster attack patterns and use tension appropriately. Many boss monsters can drop the tension level of one or more characters back to normal, negating all the effort it took to psyche up. If a boss is capable of this, avoid spending too many turns trying to psyche up to higher levels.



Certain monsters can use tension to make themselves stronger and harder to defeat.

After choosing an attack, spell, or ability from the Character Turn Command menu, you need to choose an appropriate target for the attack. Move the cursor across the row of enemies, and select the foe that's most likely to cause the most damage or inflict status ailments that could impair the party or prevent them from attacking.



EARLY STRATEGIES

Targeting is extremely important during the early portion of the game, especially when only Yangus and the Hero are playable. *In every battle, the first order of business is to reduce the number of enemies in the monster party.* This way, the enemies get fewer turns to act. When your party enjoys more turns per round than the enemies, healing and raising tension becomes much easier.

As should be evident in even the very first battle in the woods west of Farebury, Yangus is a bit stronger than the Hero and inflicts more damage. This means Yangus can defeat an enemy in a single turn, whereas the Hero may need to attack a foe two or more times to defeat it. When you're targeting enemies, make sure that the Hero targets one foe while Yangus

targets another. Yangus should have no problem wiping out his enemy, while the Hero's foe is wounded but still active. On the next turn, have Hero finish off the enemy he attacked in the previous round, while Yangus targets the third foe.

If you use targeting properly, this strategy enables you to eliminate three foes in two rounds. If the Hero and Yangus both target the same foe every turn, you'll find that Yangus is always cleaning up after the Hero. The longer battle goes on, the more opportunities your foes will have to attack, and the more restorative items your party will therefore need to consume.



THE PARTY EXPANDS

Even after more members join the party, targeting remains important. Jessica uses multiple-target spells and weapons such as whips. With her abilities, she can target and strike groups of same-species monsters that are in line. For example, if a monster party consists of a slime, three candy cats, and another slime, Jessica can attack the three candy cats simultaneously with a whip or a multi-target spell. Since the candy cats separate the two slimes in the lineup, Jessica cannot strike both slimes at once.

Therefore, command Hero to target the first slime; command Yangus to target the last slime, and command Jessica to target the three candy cats in the middle. At the end of the first round, one slime should be dead, along with one or more of the candy cats in the middle. The other slime and the remaining candy cats should be wounded and easy to take out in the next round. With this strategy, you can take out a large number of foes in as few rounds as possible.



FOUR FOR ONE AND ONE FOR ALL

When Angelo finally joins the party in the fourth spot, targeting becomes less of a concern. Use the first round to increase the attack power or defence of the characters with Angelo's spells, or heal up in preparation for impending damage. Continue forming strategies that remove as many enemies from the battlefield as possible, as quickly as possible, reducing the number of enemy turns and enabling the party to retain the upper hand.

Sometimes one or more highly powerful foes appear in a party, as well as several weaker enemies. If it's evident that a character can't take out one of the bigger foes in a single turn, it may be more efficient to spend the first round taking out all of the smaller foes. For instance, if a monster party consists of three she-slimes and three hammerheads, take out all of the she-slimes immediately. Although the hammerheads cause more damage than the she-slimes, the monster party has fewer turns available per round because the smaller foes are all eliminated. Now it should be easy to double-team the hammerheads for the next few rounds until they're defeated.



Defeat any monsters with character-debilitating abilities before the ones that only perform normal attacks. For instance, if one of the monsters can inflict Curse, rendering one of your characters immobile for the next several turns, that monster must die as soon as possible!



Enemies that can summon additional enemies to join the battle are your highest priority. Dingalings are some of the first enemies that can call allies to their aid. When they ring, they call forth an endless number of powerful jargon monsters. The party's survival depends on eliminating the dingalings immediately, no matter how many jargons appear in the meantime.



INITIATIVE

After you've issued commands to all characters with Follow Orders as their tactic, the battle ensues. How quickly a character can execute his or her action is based on their agility attribute, in comparison to the agility of allies and the monster party. For instance, of all the party members, Jessica's agility is usually the highest, so she will most likely act first. Yangus's agility is a lot lower, and therefore he probably won't get to attack until after all of the others. In fact, depending on the enemies, Yangus might have to wait until after all of the enemies have had their turns too!



Pay attention to how initiative is working out in battles. If a character like Yangus isn't effective during a fight, equip him with agility-boosting rings or accessories. After all, Yangus is the heavy hitter. The sooner he attacks, the less damage the party sustains from enemy hits.

SURPRISE ATTACKS

Occasionally, the party may get the jump on a monster party when a battle begins. This is indicated by a battle message at the bottom of the screen that the monsters are "too stunned to move." This means that none of the enemies have any turns for the first round, allowing you to act first. Use this opportunity to attack the enemies and reduce their numbers, to heal, or to psyche up and build tension.

Sometimes monsters ambush the party and get to perform attacks or actions without allowing the heroes to counterattack. It may be important to spend the first round healing characters who have sustained multiple hits before you return fire.



HEALING

Damage from enemy attacks reduces the party members' hit points (HP). When a character's HP drops to zero, he or she dies. Dead characters can't act in battle and don't receive experience points from defeated foes. To prevent beleaguered characters from dying, use items and magic to replenish their HP.



In the field, the best method of healing is with magic spells. The Hero and Angelo both learn healing magic fairly early on, so it falls to them to keep the rest of the party in shape. Make sure the Hero and Angelo get to wear the best protective equipment possible, so that they die less often and can heal or revive the others. Yangus might also learn a few minor healing spells, depending on how his skill points are assigned. However, magical healing is only possible as long as the spell caster has magic points (MP) remaining.

In the early stages of the game, before the Hero learns to heal magically, you must use items to regain HP. Purchase plenty of medicinal herbs at shops, and be sure to transfer them to the personal inventory slots of Yangus and the Hero. Even after the characters start to learn healing spells, make sure each character carries a few herbs just in case MP runs low. This is a good strategy to consider until Angelo joins the party.

The best method of restoring HP and MP is at an inn. For a reasonable price, the party can sleep in a comfy room and wake up some hours later with full HP and MP. Don't get too comfy, though. If the party never ventures farther than the first inn, how can you ever finish the quest?



MP can only be recovered during battle by consuming magic water or elfin elixir, or by using certain abilities. These items aren't sold at most shops and are rarely found in towns, dungeons, or the field. When the party starts running low on MP, the best idea is to return to the nearest town and get some rest.



RESURRECTION

As mentioned previously in this chapter, you can resurrect fallen comrades by visiting a church and making a sizable donation to the clergy. As characters like Angelo and Jessica increase in experience, they begin learning spells that resurrect fallen allies during a battle or in the field. Lower-level resurrection spells have a chance of failure, however, so it could take several turns and MP to get a dead man back on his feet. However, using Zing or Kazing spells to revive allies is better than going to a church. As the game wears on, the fees get higher, and higher, and higher...



STATUS AILMENTS

Enemies can inflict a variety of conditions that inhibit your party's abilities in combat. Learn to identify status ailments quickly, and try to keep the proper mixtures of items or spells on hand to remedy the situation. Prevent status conditions by equipping the proper armour and accessories, depending on the enemies in the area. You can lose a battle quickly if everyone isn't fighting at their full potential. You can use status ailments against enemies as well, giving the party a further advantage in combat. Any status ailment that expires after a few combat turns will also be lifted when the battle ends.

Death: A character dies if their HP falls to zero. Revive dead characters by visiting a church or casting Zing or Kazing spells.

Poison: Poisoned characters continually lose HP until the condition is cured. Poisoning continues to affect characters after the battle is over, draining HP each time they take a step. Use antidote items or the Squelch spell to cure poisoning.



Sleep: Dozing characters cannot perform in battle and lose turns as a result. Physical attacks can sometimes wake a character up, depending on how deeply asleep they are. Spells cannot waken a sleeping party member, even if they're taking damage. Cure sleepiness with the Tingle spell. Otherwise, sleep typically wears off after a few rounds.



Confusion: When stars swirl around an ally's head, he cannot tell friend from foe. Confused characters may attack themselves or others. Confusion wears off after a few rounds, and sometimes abates when an enemy attacks.

Enthrall

Some monsters are capable of seducing or charming allies into not fighting. Enthralled characters usually have hearts swirling around their heads, and will not attack until the effect wears off.



Paralysis: Paralysis prevents the character from moving for several combat rounds, rendering him or her useless and vulnerable. Cure paralysis with the Tingle spell. It also wears off on its own, though you may be in for a long wait...



Laughing/Dancing/Stun: Many monsters do funny things to catch the party off-guard. A character who is laughing or dancing loses a turn. The effect doesn't last longer than one round.



Knocked Down: Some monsters strike so hard that they can knock an ally right on their backside. Allies who have the wind knocked out of them lose two to three turns before they can get back up.



Curse: A Curse is an evil spell, often cast by the undead or the servants of darkness. It prevents characters from acting in battle for several turns.



Illusion/Blind: Characters blinded by light or enveloped in illusions cannot see as well as normal. Although these characters can act in battle, their ability to successfully attack and cast spells is greatly reduced, often resulting in a miss. Illusions and blindness wear off after several rounds, or at the end of battle.



Critical: When a character's HP drops low enough, they double over in pain between turns and their name changes from the normal white font to yellow. If their HP drops still lower, they crumple over even more and their name turns orange. When a character's HP falls to critical status, heal them as quickly as possible.



Attribute Up/Down: Certain spells, cast by enemies and allies alike, can raise or lower attributes such as attack, defence, and agility, improving or decreasing the combat abilities of the characters.

VICTORY

When the final monster falls, the party achieves victory. Experience points are awarded to all surviving party members, and all of the monsters drop a predetermined amount of gold coins. Some monsters will also randomly drop items. If a character has enough experience to increase in level, a special message is displayed along with a sound effect.



LEARNING SPELLS AND SKILLS

Characters who level up at the end of a battle may learn new magic spells. They may also receive skill points, which you can assign to the character's weapon or personality skills. After adding skill points to any of the character's attributes, their skill level may increase. Sometimes a skill level increase allows the character to cause more damage with the specified weapon. Skill level increases also allow characters to learn new abilities.

Although we prefer to leave the allocation of skill points to your discretion, we suggest that you don't spread them out. If a character is equipped with a certain type of weapon, it may be best to increase the skill level of that type in order to achieve benefits in the short term. Therefore, the character becomes more powerful with the weapon in hand, rather than with a weapon type you don't yet own.



FAREBURY REGION

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Item Bag

ITEMS FOUND

- | | |
|-----------------|----------------------|
| 82 gold coins | Plain cheese (x8) |
| Boxer shorts | Cured cheese (x2) |
| Seed of life | Angel cheese (x2) |
| Mini medal | Mild cheese (x4) |
| Tool bag* | Highly-strung cheese |
| Holy water | |
| Seed of agility | |

*Appears upon fulfilling special circumstances

Waterfall Cave

Farebury

INFAMOUS MONSTERS



WATERFALL HUT

Explore the area to the south of the Waterfall Cave to find a path leading to an isolated residence on the hilltop overlooking the falls.



The eastern view from this area should prove interesting...

THE LONE RED TREE

An isolated tree bearing red leaves grows on the rise near the eastern path. A perfect place for taking a nap...if you had the time.



An important item may appear at the base of this tree after you speak to a certain woodsman.

MONSTER APPEARANCES

FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
2	Candy cat	10	0	2	2
3	Lips	11	0	2	3

FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
5	Satyr	13	0	3	4
7	Bunicorn	16	0	5	5
*11	Mecha-mynah	9	4	5	8

FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
4	Dracky	10	0	2	3
9	Firespirit	14	3	5	4
12	Bubble slime	20	0	5	7
13	Dancing devil	20	0	7	10
*17	Beetleboy	16	0	12	10

FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
2	Candy cat	10	0	2	2
6	Capsichum	15	4	3	3
7	Bunicorn	16	0	5	5
9	Firespirit	14	3	5	4

*Appear only in southeastern portion of region.

FAREBURY

Recommended Level: 1



AREA MAPS

MAP KEY

- Inn
- Church
- Armour Shop
- Pub
- Weapon Shop
- Well
- Item Shop

ATLAS

FAREBURY
REGION

ITEMS FOUND

2 gold coins	Cypress stick
3 gold coins	Antidotal herb
4 gold coins	Medicinal herb
4 gold coins	Seed of defence
5 gold coins	Medicinal herb
7 gold coins	Leather shield
8 gold coins	Antidotal herb
10 gold coins	Medicinal herb
20 gold coins	Pot lid
Medicinal herb	Medicinal herb
Antidotal herb	Cypress stick
Holy water	Dagger
Plain clothes	Mini medal
Plain clothes	Thief's key recipe
Chimaera wing	



WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Cypress stick	10G	Hero
Oaken club	110G	Yanguis
Giant mallet	240G	Yanguis
Copper sword	270G	Hero, *Jessica (knife skill)
Boomerang	420G	Hero

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Bandit's grass skirt	35G	Yanguis
Wayfarer's clothes	70G	Hero, Yanguis, Jessica, Angelo
Leather armour	180G	Hero, Angelo
Leather shield	70G	Hero, Yanguis, Angelo
Leather hat	65G	Hero, Yanguis, Jessica, Angelo

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Chimaera wing	25G	N/A
Plain clothes	30G	Hero, Yanguis, Jessica, Angelo

NOTEWORTHY LOCALS



Kalderasha

Once a great fortune teller, people used to come from far and wide to obtain the legendary foresight and advice offered by "The Great Kalderasha." However, his clairvoyant abilities have become less reliable over time. Is it simply that Kalderasha is losing his uncanny ability, or is there something else behind the sudden decline in the accuracy of his fortune telling?

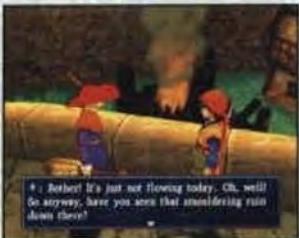


Valentina

The sweet, caring daughter of Kalderasha lives with her father in the house near the town's well. Valentina is greatly concerned by the recent decline in her father's fortune telling abilities. Although Kalderasha seems willing to pretend that his senses are as keen as ever, Valentina knows why her father's renowned abilities have waned.

However, his clairvoyant abilities have become less reliable over time. Is it simply that Kalderasha is losing his uncanny ability, or is there something else behind the sudden decline in the accuracy of his fortune telling?

SEARCHING FOR MASTER RYLU'S



Speak to every character in Farebury. Any one of them could be Master Rylus, or may know where he is.

Seeking to treat King Trode's malady by finding the culprit who is responsible, the journeying heroes make their first stop in the small, fortified town of Farebury. There, they hope to track down the legendary Master Rylus and gain his support in determining where the evil Dhoulmagus has fled. By speaking to the townsfolk of Farebury, the adventuring party can learn about Master Rylus and perhaps a few other interesting things, too.

SHOPPING IN FAREBURY



The merchants in Farebury offer plenty of items and equipment to help get this journey started. The only problem is finding the gold coins to pay for it!

Farebury has many shops featuring various types of useful items and equipment. Unfortunately, the party only have a small amount of gold coins in their possession. Use some of those gold coins to purchase some **medicinal herbs**, available at the item shop just inside the main gate. Until the heroes acquire more gold coins, most of the equipment in Farebury will remain beyond your reach.

BUYING FROM A MERCHANT

When attempting to purchase goods from a merchant, address him or her from the proper side of the counter. By approaching a shop clerk from behind the counter, he or she will only respond with friendly conversation.

UNDER-THE-COUNTER ITEMS

In one case, it is advisable that the party go behind the counter to speak to the clerk. Speak with the armour shop clerk from inside his marketplace stand. He offers an invaluable item for 500 gold. When the party acquires enough gold, return to Farebury and speak with him again. Pursuing this merchant's under-the-counter item may prove beneficial, so do whatever he says and follow any dues that he provides.

FINDING ITEMS

Note the inclusion of several **medicinal herbs** in the Items Found list at the start of this section, in addition to other valuable traveller commodities. To find items in Farebury, pick up and throw barrels and clay pots to reveal hidden goods. Enter the buildings and dwellings and open cabinets and treasure chests to find items as well. Lastly, don't forget to search inside bags hanging from the walls! Have fun searching and try to find all the items and gold coins listed in the Items Found list!



A young woman on the upper floor of the inn describes in detail how to search for items and gold.



Search inside bags hanging on the wall to find items and gold.

Farebury's pub has two entrances, as do many other shops in town. The back door of the establishment leads to the bartender's area, behind the counter. Make a point to search around the bartender's area to perhaps find some additional items.



Certain locked treasure chests in town require a special key to open them. Speak to everyone in town to learn clues about

SAVING YOUR PROGRESS



Speak to the priest behind the altar during the day, or the man standing off to the side at night, to access the Church menu.



The bell tower is empty for now, but an important due will appear here after speaking to a certain someone in town...

Stop by the church and speak with the priest to open the Church menu. Use the "Confession (Save)" option to save your game to a memory card. Perilous times and dangerous creatures lie ahead, so saving the game is the best protection against having to replay large portions of the adventure again.

Several other options on the Church menu enable the player to seek the Goddess's aid in curing various status ailments inflicted during battle. The "Divination" option requests that the priest determine the number of Experience Points each character requires to reach the next level.

Don't forget to search all of the back rooms inside the church to find useful items and meet interesting people. It's also possible to ascend to the bell tower that overlooks all of Farebury!

THE FORTUNE TELLER

After exploring every nook and cranny in Farebury, enter the pub and approach the counter. The rotund man to the right has some important information for visitors. The other man seated at the bar is Kalderasha, and whether the party knows it or not, they have business with him.



Approach Kalderasha to trigger a string of storyline events in Farebury.

WATERFALL CAVE

Recommended Level: 5

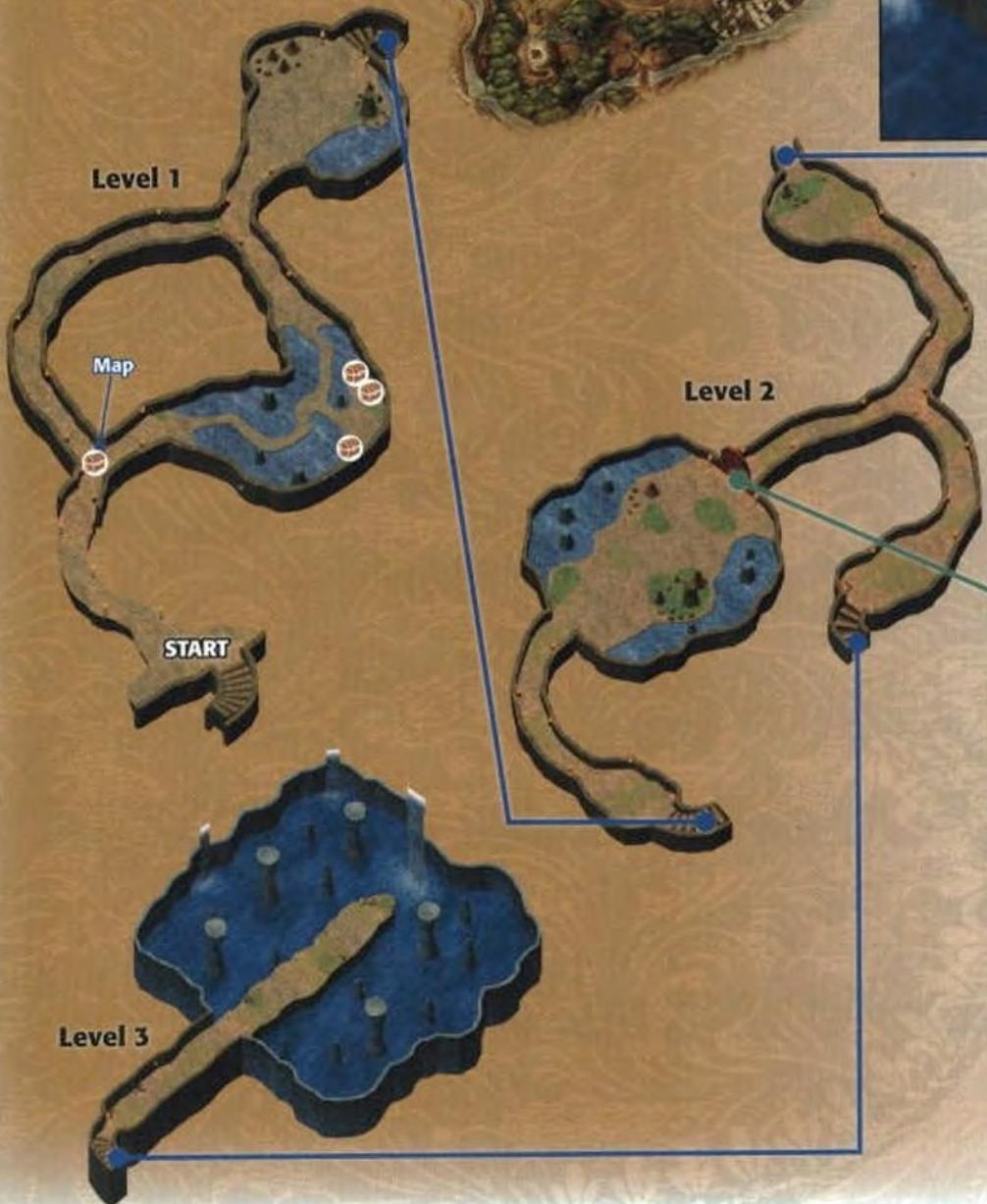
ITEMS FOUND

- Waterfall Cave map
- Leather hat
- Chimaera wing
- Copper sword
- Medicinal herb
- Crystal ball



MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
4	Dracky	10	0	2	3
9	Firespirit	14	3	5	4
10	Mischiefous mole	15	0	4	5
11	Mecha-mynah	9	4	5	8
12	Bubble slime	20	0	5	7
13	Dancing devil	20	0	7	10
15	Skipper	21	5	12	10
22	Hammerhood	33	0	21	9



AREA MAPS

MAP KEY

- Treasure Chest



ATLAS

FAREBURY REGION

HAMMERHOOD GUARD

A hammerhood blocks the doorway on the second dungeon level. Speak to this monster to find out what it wants. With a little bravery, it's possible to get this monster to move from the path.



The hammerhood is slightly more powerful than other monsters inside the Waterfall Cave. This is the only appearance of a hammerhood in this area.

ALEXANDRIA REGION

WORLD MAPS

MAP KEY

Treasure Chest

ITEMS FOUND

Slime earrings
100 gold coins



MONSTER APPEARANCES

FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
14	Bodkin archer	21	2	10	8
15	Skipper	21	5	12	10
16	Drackmage	19	6	9	7
19	Funghoul	22	0	13	12
23	Jailcat	29	6	19	8
27	Spiked hare	42	0	30	13

FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
11	Mecha-mynah	9	4	5	8
20	Fencing fox	25	8	20	16
22	Hammerhood	33	0	21	9

FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
17	Beetleboy	16	0	12	10

FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
17	Beetleboy	16	0	12	10
19	Funghoul	22	0	13	12
22	Hammerhood	33	0	21	9
27	Spiked hare	42	0	30	13

BEACH—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
24	Frogface	36	6	20	13
237	See urchin	16	4	24	20
238	Man o' war	35	0	23	12
239	Yabby	41	2	31	18

ALEXANDRIA

Recommended Level: 8

AREA MAPS

MAP KEY

- Inn
- Church
- Armour Shop
- Well
- Weapon Shop



ITEMS FOUND

- | | |
|----------------|---------------------|
| 5 gold coins | Wayfarer's clothes |
| 11 gold coins | Seed of magic |
| 18 gold coins | Moonwort bulb |
| Medicinal herb | Jessica's outfit |
| Holy water | ?? Jessica's letter |
| Chimaera wing | Plain cheese |

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Oaken club	110G	Yanguus
Giant mallet	240G	Yanguus
Copper sword	270G	Hero, *Jessica (knife skill)
Boomerang	420G	Hero
Stone axe	550G	Yanguus

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Leather kilt	220G	Yanguus
Scale armour	350G	Hero, Angelo
Scale shield	180G	Hero, Yanguus, Jessica, Angelo
Medicinal herb	8G	N/A
Holy water	20G	N/A
Chimaera wing	25G	N/A

ATLAS

ALEXANDRIA
REGION



NOTEWORTHY LOCALS



Bangerz

Bangerz is a rascally youth who seems to have designated himself as the official town guard. Although he displays a natural animosity toward outsiders, he greatly favors Jessica Albert and anyone associated with her.



Rosalind

Rosalind is the mother of Jessica Albert. Her family is currently in mourning following a tragic loss. For this reason, she does not want Jessica to leave the family estate in Alexandria.



Mash

Mash is basically Bangerz's accomplice, which makes him second in command behind Alexandria's self-appointed guard. He follows Bangerz just about anywhere, except out of town.

RECENT TRAGEDY IN ALEXANDRIA

Although the official "welcome" here may come as quite a surprise, speak to all of the citizens and merchants of Alexandria to learn about the recent events that have unfolded regarding the town's most prominent family, the Alberts. After doing so, walk up the nearby hill and enter the mansion.



Most of the citizens are very knowledgeable regarding recent events in the area, plus they all seem to know about the long history of the Albert family.

Find out more facts by speaking to the staff of the mansion, and Rosalind and Lorenzo on the second floor. Bangerz and Mash guard the door to Jessica's quarters and refuse to allow anyone inside. This means that there must be another method of entry. Head through the northwest door of the mansion and ascend to the attic. Speak to the maid there to view a telling clue.



Search the attic walls for a way to continue exploring the mansion in Alexandria.

TOWER OF ALEXANDRA

Recommended Level: 9

ITEMS FOUND

- 7 gold coins
- Seed of strength
- 11 gold coins
- Scale shield
- 22 gold coins
- Antidotal herb
- Tower of Alexandria map
- (item not found until later)
- Medicinal herb
- Medicinal herb
- Moonwort bulb
- Seed of agility

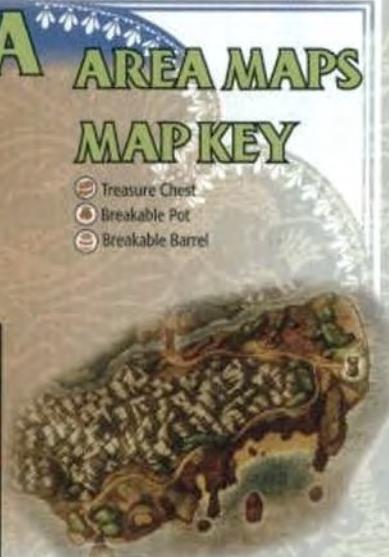
MONSTER APPEARANCES

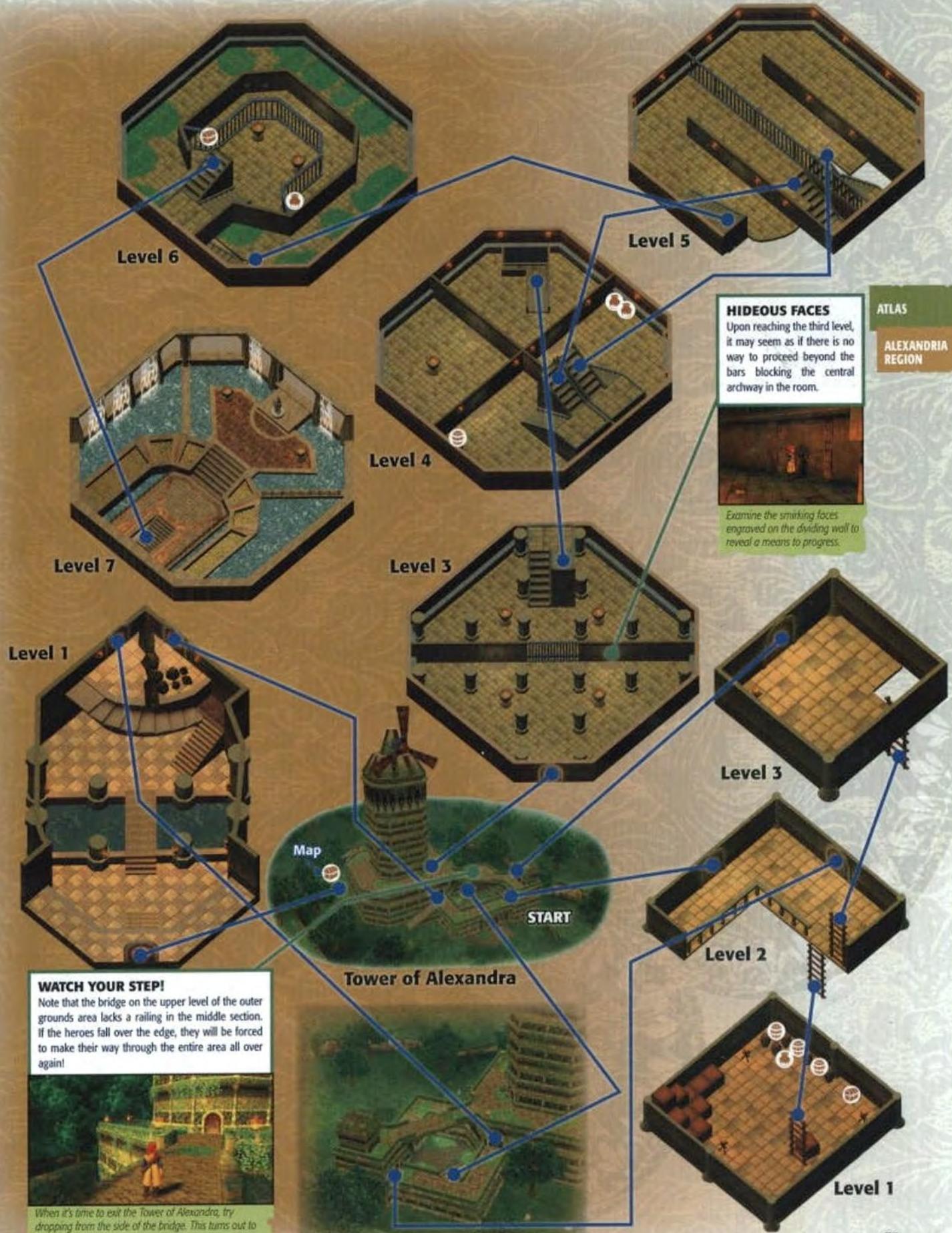
NO.	NAME	HP	MP	EXP	GOLD
12	Bubble slime	20	0	5	7
16	Drackmage	19	6	9	7
17	Beetleboy	16	0	12	10
18	Imp	28	0	15	11
19	Funghoul	22	0	13	12
21	Healslime	24	12	18	13
24	Frogface	36	6	20	13

AREA MAPS

MAP KEY

- Treasure Chest
- Breakable Pot
- Breakable Barrel





When it's time to exit the Tower of Alexandria, try dropping from the side of the bridge. This turns out to be a nice shortcut!

PORT PROSPECT

Recommended Level: 11

AREA MAPS



MAP KEY

- Inn
- Church
- Armour Shop
- Pub
- Weapon Shop
- Well
- Item Shop

ITEMS FOUND

- | | | | |
|--|----------------|--|---------------|
| | Chimaera wing | | 17 gold coins |
| | Medicinal herb | | Holy water |
| | Seed of wisdom | | |

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaera wing	25G

ARMOUR/WEAPON SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Stone axe	550G	Yangus
Iron lance	750G	Hero
Farmer's scythe	910G	Yangus
Leather kilt	220G	Yangus
Scale armour	350G	Hero, Angelo
Scale shield	180G	Hero, Yangus, Jessica, Angelo



WISE WOMEN OF SKILLS

Speak to the two women standing underneath the awning near the armour/weapon shop (during the day or night) to learn a few tips regarding weapons, each character's different skills, and allocation of skill points when characters level up.



Speak to either woman underneath the awning for tips on how to improve character attacks and abilities.

MONSTER MESSAGE

Find and speak to a friendly monster located somewhere in Port Prospect. What this monster has to say could prepare the heroes for the rough waters ahead...



* : It's the truth... He's the greatest hero in the whole ocean, but he's been acting all weird lately.

PORT PROSPECT'S HERB MERCHANT

During the daytime, a young lady stands on the path between the market portion of town and the lighthouse where the pub is located. Speak to her to learn that she sells an unknown type of herb for 10G. Choosing to buy one from her turns out to be either a great deal, or a waste of money. She may sell a medicinal herb (which is usually cheaper at any item shop), or she may hand over more valuable herbs. If the heroes have any spare gold, purchase some herbs from this woman to see if any bargains are available.



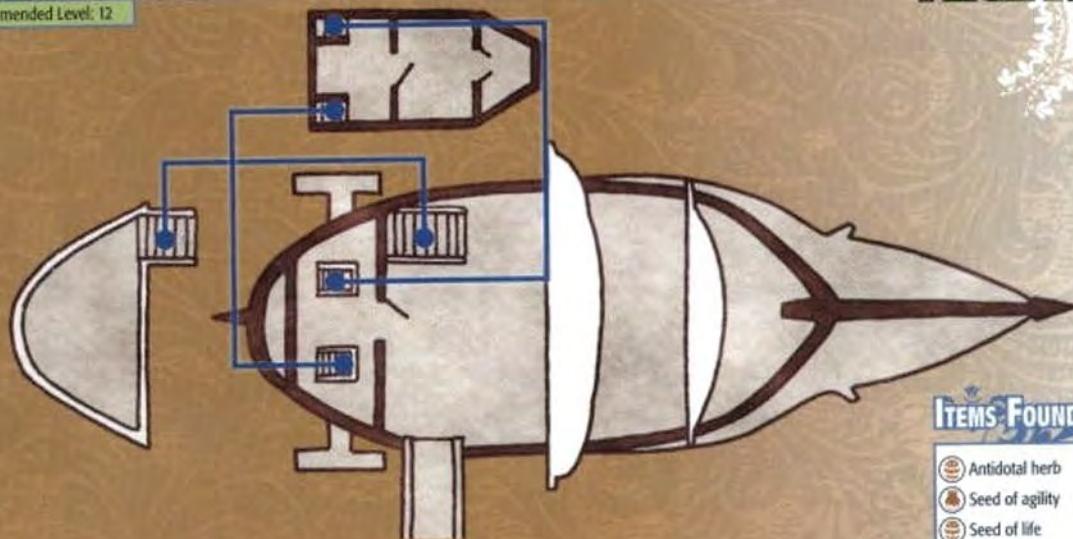
* : I'm here selling herbs. They're only ten gold coins each. Can I tempt you to one or two?

ATLAS

ALEXANDRIA REGION

FERRY

Recommended Level: 12



AREA MAPS



ITEMS FOUND

- | | |
|-----------------|----------------|
| Antidotal herb | 12 gold coins |
| Seed of agility | Medicinal herb |
| Seed of life | 10 gold coins |
| Medicinal herb | Bronze knife |
| Pot lid | |

CROSSING THE WATER

If the trip from Port Prospect to Peregrin Quay seems to be taking a long time, seek out and speak to King Trode. He has a wonderful new device to reveal!



King Trode
Ah, there you are, HERO!
Perfect timing! I've got something to show you!

MAELLA REGION

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- | | |
|---------------|------------------|
| Magic water | Seed of strength |
| Stone axe | Seed of wisdom |
| Feathered cap | Bunny tail |
| Seed of magic | Mini medal |

INFAMOUS MONSTERS



Mullet Mallet Bricklayer Hollow Knight Root of Evil

Peregrin
Quay



MONSTER APPEARANCES

FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
8	She-slime	18	0	8	6
26	Winky	40	0	32	12
28	Chainine	38	0	36	11

FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
28	Chainine	38	0	36	11
29	Giant moth	36	6	37	12
30	Dingaling	28	4	31	16
31	Jargon	73	0	64	32
33	Bullfinch	40	0	30	14
38	Morphean mushroom	45	0	40	11

FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
30	Dingaling	28	4	31	16
31	Jargon	73	0	64	32
33	Bullfinch	40	0	30	14

NORTHEASTERN AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
37	Scorpion	40	4	42	8
38	Morphean mushroom	45	0	40	11
39	Brownie	53	0	43	12
45	Hell hornet	37	0	51	12
49	Treeface	64	0	67	23

FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
25	Lump mage	38	12	31	18
29	Giant moth	36	6	37	12

PEREGRIN QUAY

Recommended Level: 12



ITEMS FOUND

8 gold coins	200 gold coins
Chimaera wing	Boomerang
Antidotal herb	Mini medal
Seed of defence	Seed of magic
Medicinal herb	Leather kilt
Iron nail	Medicinal herb
	Oaken club

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Bronze knife	150G	Jessica
Thorn whip	350G	Jessica
Iron lance	750G	Hero
Farmer's scythe	910G	Yangus



ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Scale armour	350G	Hero, Angelo
Silk robe	420G	Jessica, Angelo
Chain mail	500G	Yangus
Scale shield	180G	Hero, Yangus, Jessica, Angelo
Pointy hat	70G	Yangus

THE THIEF'S KEY

Enter the inn and speak to the traveller seated at the table. The man gives an **iron nail** to the party. Combine this item with a bronze knife in the alchemy pot and let the ingredients bubble for a while. Spend the interim speaking with other townsfolk, or proceed through the inn into the wilds of the Maella region to battle new enemies. If you choose the latter course of action, we strongly recommend setting out at dawn rather than at night, because the enemies are much tougher on the new continent!



"But if you're clever and you mix it with something else, maybe you'll be able to get it to work for ya. You'll have to figure that out for yourself though."

Speak to the traveller from Port Prospect, now seated inside the inn, to obtain a vital alchemy pot item.

While continuing to play, listen for the chime of the alchemy pot. When the chime sounds, open the pot, wherein the party will have concocted the **thief's key**. This special key opens many of the locked chests encountered throughout the game, especially on the field map. Remember that there were some locked chests as far back as Farebury...



The thief's key opens many, but not all, of the locked treasure chests in the world.

AREA MAPS

MAP KEY

- Inn
- Item Shop
- Armour Shop
- Church
- Weapon Shop
- Pub



ATLAS

MAELLA REGION



ALCHEMY POT TIPS: STARTER RECIPES

After making the thief's key, do not let the alchemy pot sit idle just because you do not know any recipes. A wide variety of weapon and armour upgrades can be created to make the characters a little bit stronger, while saving a nice chunk of gold in the meantime.

Kick things off with new hats for everyone. By combining a leather hat with a chimaera wing you can make a **feathered cap** (Defence 9). Combine two bandanas to make a **turban** (Defence 8). Stick a bunny tail (dropped randomly by local enemies) onto a hairband to make Jessica some **bunny ears** (Defence 14).

Boost your defence even more by giving the Hero or Yangus a sturdy new shield. Throw a leather shield and a bronze knife into the alchemy pot, and out comes a **bronze shield** (Defence 10).

Whip together a few new weapons, too. Upgrade Jessica's leather whip to a **snakeskin whip** (Attack 23) by combining it with a scale shield, resulting in a significant power upgrade and creating a rare item not sold in any shops. Combine two farmer's scythes to make a powerful and pricey **iron axe** (Attack 38).

You can sell any one of these items for much more than the cost of its ingredients. So there's no reason not to keep cranking out these items for profit! When no other ingredients are on hand, just toss a pair of medicinal herbs into the pot to produce more powerful doses of **strong medicine**.

RECIPE SUMMARIES

Turban = bandana + bandana

Bunny ears = hairband + bunny tail

Feathered cap = leather hat + chimaera's wing

Bronze shield = leather shield + bronze knife

Snakeskin whip = leather whip + scale shield

Iron axe = farmer's scythe + farmer's scythe

Strong medicine = medicinal herb + medicinal herb

THE CLOSED ITEM SHOP

After creating the thief's key, help the man in the market area who was having trouble opening treasure chests. The equipment he sells may not seem very advantageous at this point in the game, however, such things may prove very useful now that the alchemy pot is at your disposal...



Use the thief's key to open the locked chests in the marketplace area. The merchant then opens a shop selling items useful in the alchemy pot.

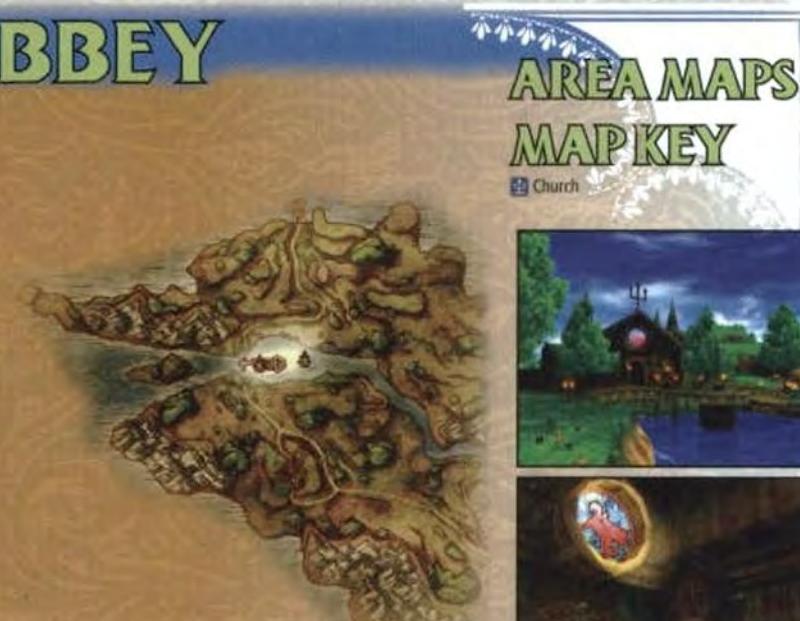
MAELLA ABBEY

Recommended Level: 12



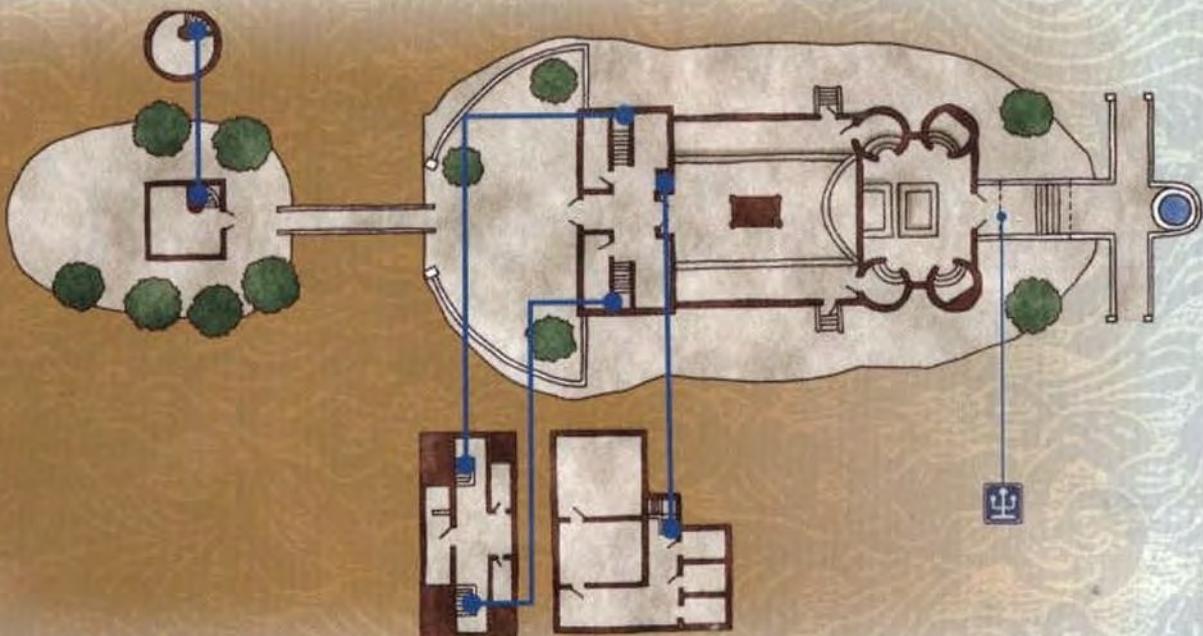
ITEMS FOUND

- | | |
|---------------|------------|
| 26 gold coins | Mini medal |
| Holy water | Mihi medal |
| Mini medal | World map |



AREA MAPS MAP KEY

Church



ATLAS

MAELLA
REGION

NOTEWORTHY LOCALS



Marcello

The Captain of the holy order of the Templars commands his men with a mixture of fear and respect. All save Angelo, a Templar who often

disregards Marcello's orders and threats, even to the point of outright lying to Marcello's face. The Templar Captain has a peculiar air about him. Although he appears to be benevolent and—at times—even helpful to the party, he may be someone to keep an eye on.

Abbot Francisco

The Abbot of Maella would appear to be somewhat reclusive, living in a little mansion on a small island surrounded by a moat behind Maella Abbey. But this is not the summary of his character; he is in fact quite fond of secondhand jokes and bad puns. The books in the private library within his dwelling contain jokes and witticisms reflecting the lowbrow nature of his humor. Yet Abbot Francisco remains a good natured and benevolent holy man, having taken in and raised orphans such as Angelo and Marcello, as well as most of the Templars. If the heroes can find a means to appease the Abbot's scores of fervent bodyguards, perhaps he can shed some light on Dhoulmagus's plans.

LIFE AMONG THE TEMPLARS

Proceed through the abbey to an enclosed courtyard. Approach the double doors at the end of the outdoor area where two guards stand. The guards become threatening and even violent in their efforts to prevent the party from entering the Templar's area and visiting the Abbot. It looks like the heroes may need assistance from someone inside the Templar group. Perhaps such a person could be found in one of the nearby towns?



The guards refuse to allow the party access to the Templar's dorms and Abbot Francisco's residence.

SIMPLETON

Recommended Level: 13



ITEMS FOUND

- 6 gold coins
- Templar's ring
- Mini medal

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Rapier	300G	Angelo
Thorn whip	350G	Jessica
Wizard's staff	1300G	Jessica, Angelo
Long spear	1700G	Hero
Sledgehammer	1700G	Yanguis

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Holy water	20G	N/A
Chimera wing	25G	N/A
Chain mail	500G	Yanguis
Turban	410G	Hero, Yanguis

WHERE THE SIMPLE FOLK LIVE

The weapon and item shops are located on the upper level of the pub. Speak to the two men seated at the table near the bunny girl waitress (she's close to the dumb waiter) to learn about the Simpleton economy and to view their list of available items.



The merchants on the upper level of the pub have items for sale.

WANT TO BE STARTING SOMETHING?

Trouble seems to be brewing in the pub. Speak to the men gathered around the table in the corner of the downstairs level to initiate a chain of events that eventually forces the heroes outside. After receiving a special item, the party will be able to explore sections of the Templar's dormitory in Maella Abbey that were previously inaccessible.



Speak to the man seated across the table from the thugs depicted in this screenshot to get the ball rolling in Simpleton.

AREA MAPS

MAP KEY

- | | |
|-------------|-----------|
| Inn | Item Shop |
| Armour Shop | Church |
| Weapon Shop | Pub |



RUINED ABBEY

Recommended Level: 14

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
32	Drackyma	33	6	28	9
33	Bullfinch	40	0	30	14
34	Bag o' laughs	34	10	35	25
35	Skeleton	46	3	41	15
36	Metal slime	4	Infinite	1350	5
40	Flyguy	39	8	44	16
44	Mummy boy	73	0	55	9
52	Walking corpse	94	0	59	11
62	Cannibox	61	12	76	110

ITEMS FOUND

- Waterweed mould
- Mini medal
- 50 gold coins
- Iron nail
- Ruined Abbey map
- Bandit's grass skirt
- Bronze shield
- Cannibox



METAL SLIMES

Occasionally, a metal slime may appear with groups of enemies within the Ruined Abbey. Causing damage to them is extremely difficult, but try anyhow. If you can manage to defeat a metal slime before it runs away, each party member receives a huge amount of experience!



Avoid defeating other monsters before fighting the metal slimes. If left alone, metal slimes will flee.

A ONE-WAY DOOR

You can only open the tightly shut door that separates the two sections of Level 3 from the north side. If your party is on the south side of the door, you can return to Level 2 and use the ladder to explore the north side of Level 3.



AREA MAPS

MAP KEY

- Treasure Chest
- Breakable Pot
- Treasure Chest, requires thief's key
- Breakable Barrel
- Cabinet

RIVER OF SLUDGE

Each step taken through the purplish sludge that divides the large chamber on Level 4 causes damage to all party members. However, it's possible to use the debris strewn about the room to safely navigate from one side of the chamber to the other. Don't slip!



Use the directional button to walk slowly over the wreckage. Avoid falling into the muck or the entire party suffers damage.

Level 3

Level 4

ALCHEMY POT TIPS: INGREDIENTS IN THE RUINED ABBEY

There are two key alchemy pot ingredients located inside the Ruined Abbey. One is the iron nail and the other is the gold rosary, which you obtain upon defeating the boss inside the dungeon. Use them to produce some significant weapon upgrades for the Hero.

If you spent the Hero's skill points on boomerang skills, then combine the iron nail with a boomerang to produce a **reinforced boomerang** (Attack 32). If you allocated skill points to the Hero's Spear ability instead, then mixing the gold rosary with a long spear will produce an equally exciting weapon, the **holy lance** (Attack 39).

RECIPE SUMMARIES

Reinforced boomerang = boomerang + iron nail

Holy lance = long spear + gold rosary

ATLAS

MAELLA
REGION

KINGDOM OF ASCANTHA

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- | | |
|-----------------|------------------|
| 154 gold coins | Mini medal |
| Chain mail | Steel broadsword |
| Seed of life | Agility ring |
| 230 gold coins | Seed of magic |
| Seed of defence | Mini medal |
| Seed of agility | Silk robe |
| Fresh milk (x5) | |

INFAMOUS MONSTERS



Sharpshooter Little Nipper Fantom of Chopera



MONSTER APPEARANCES

WEST OF RIVER—FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
8	She-slime	18	0	8	6
21	Healslime	24	12	18	13
31	Jargon	73	0	64	32
34	Bag o' laughs	54	10	35	25
39	Brownie	53	0	43	12
41	Puppeteer	75	12	45	21
46	Pan piper	48	0	54	18

EMBANKMENT—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
36	Metal slime	4	Infinite	1350	5
50	Kisser	49	0	53	15
236	Kalamari kid	44	0	37	9
237	See urchin	16	4	24	20
240	King kelp	86	8	56	16

EAST OF RIVER—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
37	Scorpion	40	4	42	8
39	Brownie	53	0	43	12
45	Hell hornet	37	0	51	12
49	Treeface	64	0	67	23
51	Diemon	64	10	58	19

WEST OF RIVER—FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
21	Healslime	24	12	18	13
29	Giant moth	36	6	37	12
38	Morphean mushroom	45	0	40	11
40	Flyguy	39	8	44	16
43	Night sneaker	52	12	52	20
44	Mummy boy	73	0	55	9
47	Slime knight	52	4	55	22

EAST OF RIVER—FIELD, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
21	Healslime	24	12	18	13
47	Slime knight	52	4	55	22
43	Night sneaker	52	12	52	20

EAST OF RIVER—FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
43	Night sneaker	52	12	52	20
44	Mummy boy	73	0	55	9
50	Kisser	49	0	53	15

NORTH OF RIVER—FIELD, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
48	Clockwork cuckoo	32	0	56	31
49	Treeface	64	0	67	23
51	Diemon	64	10	58	19
53	Fat bat	52	5	61	9
56	Chimaera	54	6	64	12
79	Boh	80	Infinite	65	16

RIVERSIDE CHAPEL

This church on the eastern side of the bridge is also the site of the cheapest resting spot in the country.



RIVERSIDE COTTAGE

The small cottage on the western bank of the river that divides the Kingdom of Ascantha is the homestead of an elderly lady whose beloved granddaughter serves the King of Ascantha. This is important information to remember later on.



Interact with the citizens on the outskirts of the Kingdom of Ascantha.

WEST OF RIVER—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
27	Spiked hare	42	0	30	13
32	Drackyma	33	6	28	9
38	Morphean mushroom	45	0	40	11
39	Brownie	53	0	43	12
45	Hell hornet	37	0	51	12
47	Slime knight	52	4	55	22
78	Mum	65	20	68	25

EAST OF RIVER—FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
26	Winky	40	0	32	12
39	Brownie	53	0	43	12
41	Puppeteer	75	12	45	21
78	Mum	65	20	68	25
80	Jurn	75	10	60	4
81	Boe	68	10	59	4

NORTH OF RIVER—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
48	Clockwork cuckoo	32	0	56	31
49	Treeface	64	0	67	23
51	Diemon	64	10	58	19
53	Fat bat	52	5	61	9
56	Chimaera	54	6	64	12
79	Boh	80	Infinite	65	16

EAST SHORE AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
50	Kisser	49	0	53	15
236	Khalamari kid	44	0	37	9
239	Yabby	41	2	31	18
240	King kelp	86	8	56	16

SOUTH OF ASCANTHA CASTLE—FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
21	Healslime	24	12	18	13
41	Puppeteer	75	12	45	21
42	Bodkin bowyer	48	Infinite	43	17
46	Pan piper	48	0	54	18
47	Slime knight	52	4	55	22
79	Boh	80	Infinite	65	16

SOUTH OF ASCANTHA CASTLE—FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
21	Healslime	24	12	18	13
34	Bag o' laughs	34	10	35	25
35	Skeleton	46	3	41	15
43	Night sneaker	52	12	52	20
44	Mummy boy	73	0	55	9
50	Kisser	49	0	53	15

SOUTH OF ASCANTHA CASTLE—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
8	She-slime	18	0	8	6
45	Hell hornet	37	0	51	12
49	Treeface	64	0	67	23
50	Kisser	49	0	53	15
51	Diemon	64	10	58	19

COW MILKING

Examine the cows grazing in the Kingdom of Ascantha and around the world to obtain **fresh milk**, a healthy source of calcium and also a useful item in the creation of various cheeses!



Cows aren't just for tipping anymore!

ATLAS

KINGDOM OF
ASCANTHA

ASCANTHA CASTLE

Recommended Level: 15



ITEMS FOUND

Rennet powder	Mini medal
42 gold coins	Medicinal herb
Plain clothes	Red mould
Mini medal	Lady's ring
Mini medal	Mini medal

ITEM SHOP LIST

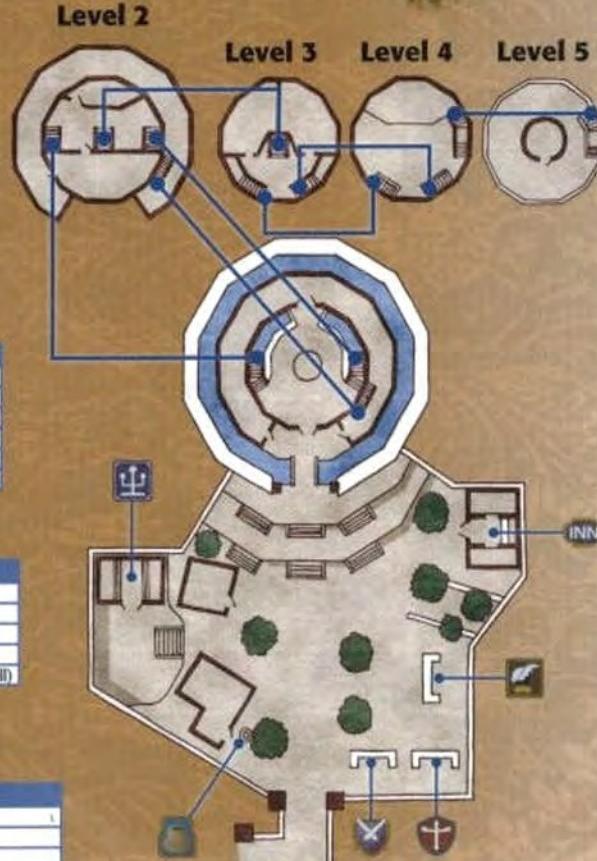
ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	
Antidotal herb	10G	
Rennet powder	10G	
Holy water	20G	
Chimaera wing	25G	
Moonwort bulb	30G	

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Dagger	350G	Jessica
Short bow	750G	Angelo
Wizard's staff	1300G	Jessica, Angelo
Edged boomerang	1360G	Hero
Steel broadsword	2000G	Hero, *Jessica (knife skill)

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Leather dress	380G	Jessica
Bronze armour	840G	Hero
Iron cuirass	1000G	Yangus
Bronze shield	370G	Hero, Yangus
Turban	410G	Hero, Yangus
Slime earrings	400G	Hero, Yangus, Jessica, Angelo



MAP KEY

Inn	Church
Armour Shop	Pub
Weapon Shop	Well
Item Shop	



NOTEWORTHY LOCALS



Emma

The King's maid is a hard worker who attempts to keep her spirits up in spite of the current situation in the castle city of Ascantha. Find her in Ascantha and

speak to her when she is not busy carrying out her chores or praying in the local church. She may provide clues that could allow your party to intervene on behalf of Ascantha's troubled citizens.

CITY OF SADNESS

Speak to the citizens of Ascantha to determine why everyone is wearing black. Your investigation of such matters will eventually take your party inside the castle. The events transpiring in Ascantha depend upon the time of day in which you enter the town. If you enter Ascantha at night, then the party can find Emma, the King's maid, praying for guidance in the local church. She will not provide any information while praying, so spend the night at the local inn or wait until morning for things to change.



If you enter Ascantha at nighttime, look for Emma who is praying in the local church.

During the daytime, Emma is located at the top of Ascantha castle's tower, attempting to coax the King from his chambers. After witnessing this event, follow Emma back down to the throne room and speak to her to find out what is going on with the King.



Locate Emma outside the King's chambers at the top of Ascantha castle. Follow her back to the throne room to determine what can be done to help the citizens of Ascantha.



King Pavan

Formerly a generous and benevolent ruler, something is deeply troubling the King of Ascantha, causing him to neglect his once-thriving kingdom. The party must try to determine the cause of the King's malady to restore balance in Ascantha.

THE THRONE ROOM AT NIGHT

To act upon the information provided by Emma, the party may need to stay at the local inn, just until nightfall. Nighttime is the only time of day that the King emerges from his chambers. His Majesty is located in the throne room. By attempting to speak with the King, the party can learn something that may help them unravel the mystery of the King's condition and herald a new beginning for Ascantha.



After the scenes involving Emma, return to the throne room at night to find King Pavan.

RIVERSIDE COTTAGE (EMMA'S GRANDMOTHER'S HOUSE)

Return to the small house across the bridge from Riverside Chapel. Speak with Emma's grandmother and listen to the stories of Wishers' Peak and how to get there.



Be sure to speak to Emma's grandmother.

WISHERS' PEAK

Recommended Level: 16

ITEMS FOUND

-  Wizard's staff
-  Templar's shield
-  Wishers' Peak map

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
21	Healslime	24	12	18	13
42	Bodkin bowyer	48	Infinite	43	17
44	Mummy boy	73	0	55	9
45	Hell hornet	37	0	51	12
47	Slime knight	52	4	55	22
49	Treeface	64	0	67	23
51	Diemon	64	10	58	19
52	Walking corpse	94	0	59	11
53	Fat bat	52	5	61	9

AREA MAPS

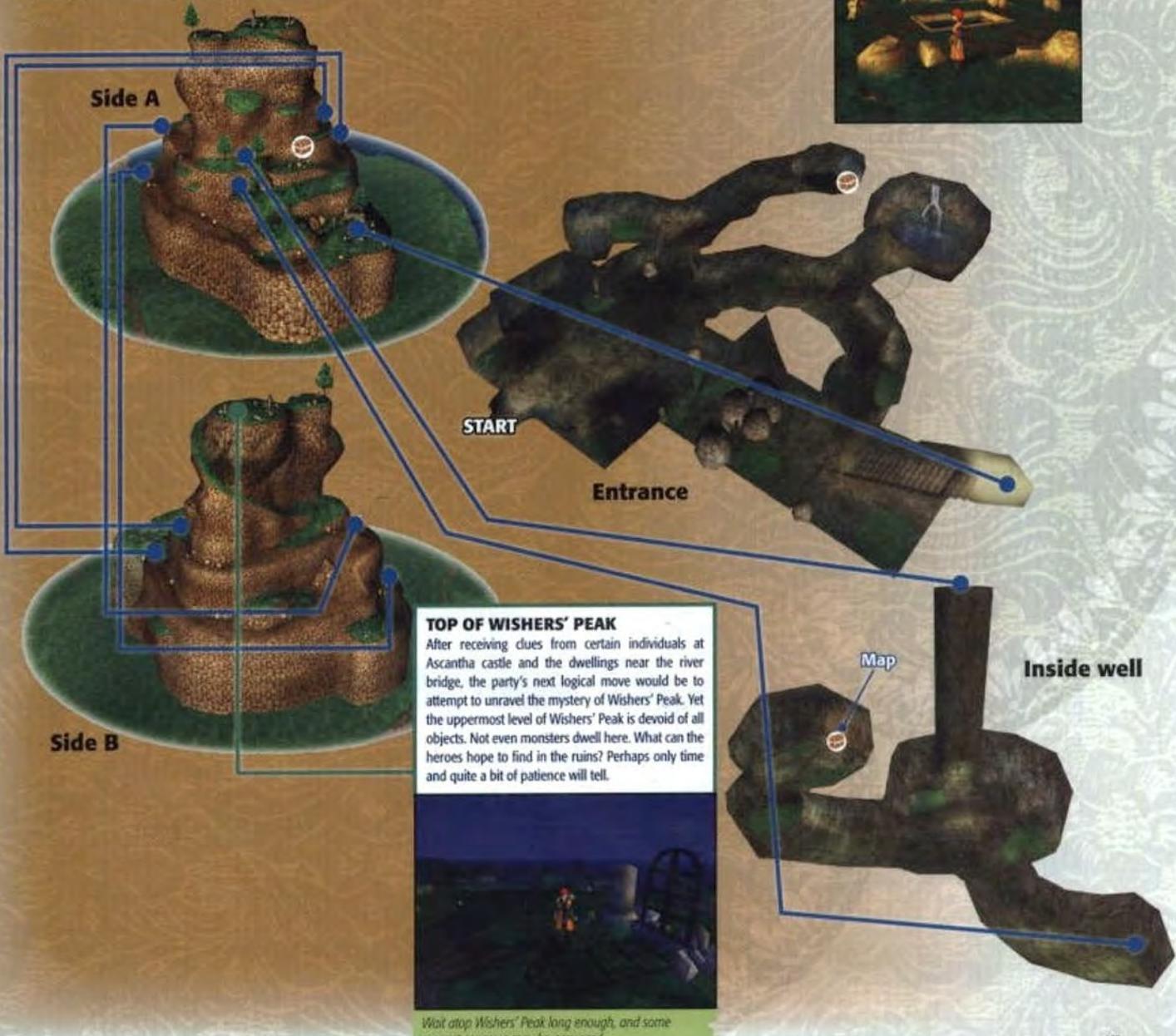
MAP KEY

 Treasure Chest



ATLAS

KINGDOM OF ASCANTHA



PICKHAM REGION

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key
- Treasure Chest, requires ultimate key

ITEMS FOUND

- | | |
|--|--|
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| | |

INFAMOUS MONSTERS



LAKESIDE CABIN

Use the world map to help locate a small cabin located just off the embankment of a small lake between Ascantha and Pickham. Not only is the nightly rate competitive with other inns in the region, but there just happens to be a wandering priest staying at this cabin who will be happy to hear confessions and provide other holy services.



The Lakeside cabin, located on the strip of land between Ascantha and Pickham, is an ideal stopover location.

MONSTER ARENA

The infamous Monster Arena stands in the forest area just southeast of Pickham, but the doors are locked. There must be some key or some requirement to meet to open the doors for the party.



See if you can get a better view of the area for someone who might have a clue.



RED'S DEN

Several leagues southwest of Pickham, a small homestead has been encircled by tall trees and a man-made moat. This is the lair of Red, a notorious thief and someone from Yangus's past. Speak with Red to learn of recent dealings in the underworld.



If the feisty Red has something the players want, she will want something in return. For instance, she has had her eye on a certain jewel sealed in a tomb north of her homestead.

MONSTER APPEARANCES

PICKHAM AREA—FIELD, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
57	Hood	60	0	66	14

PICKHAM AREA—FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
48	Clockwork cuckoo	32	0	56	31
59	Minidemon	58	5	59	11
60	Gorenilla	65	0	65	10

PICKHAM AREA—FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
52	Walking corpse	94	0	59	11
54	Night fox	56	6	56	16
58	Headhunter	54	0	62	18

WEST AREA—FIELD, DAY

NO.	NAME	HP	MP	EXP	GOLD
59	Minidemon	58	5	59	11
60	Gorenilla	65	0	65	10

PICKHAM AREA—FOREST, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
49	Treeface	64	0	67	23
55	Paprikan	54	6	47	10
56	Chimaera	54	6	64	12
58	Headhunter	54	0	62	18
60	Gorenilla	65	0	65	10

WEST AREA—FIELD, ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
57	Hood	60	0	66	14
64	Witch	68	12	66	22
70	Hipster	70	8	69	16

WEST AREA—FIELD, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
54	Night fox	56	6	56	16
58	Headhunter	54	0	62	18

WEST AREA—FOREST, NIGHT

NO.	NAME	HP	MP	EXP	GOLD
55	Paprikan	54	6	47	10
58	Headhunter	54	0	62	18
60	Gorenilla	65	0	65	10
64	Witch	68	12	66	22
70	Hipster	70	8	69	16

BEACH—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
50	Kisser	49	0	53	15
236	Khalamari kid	44	0	37	9
239	Yabby	41	2	31	18
240	King kelp	86	8	56	16
247	Merman	101	12	106	19

PICKHAM

Recommended Level: 17



AREA MAPS

MAP KEY

- Inn
- Church
- Armour Shop
- Weapon Shop
- Well
- Item Shop



ITEMS FOUND

12 gold coins	Mini medal
Rennet powder	Seed of strength
Cowpat	Boxer shorts
Mini medal	Seed of life
Mini medal	Mini medal
Amor seco essence	26 gold coins
30 gold coins	Waterweed mould
Seed of wisdom	Fresh milk
35 gold coins	Red mould
Bunny tail	1000 gold coins
Chain mail	Power shield
Holy water	Mini medal
Magic water	(Mimic)
Mini medal	Rune staff

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaera wing	25G
Amor seco essence	120G

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Poison moth knife	950G	Jessica
Hunter's bow	1700G	Angelo
Steel broadsword	2000G	Hero, *Jessica (knife skill)
Iron axe	2600G	Yanguis
Holy lance	2700G	Hero

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Bronze armour	840G	Hero
Leather cape	1100G	Angelo
Dancer's costume	1300G	Jessica
Iron shield	720G	Hero, Yanguis
Iron helmet	1100G	Hero, Angelo



ATLAS

PICKHAM
REGION

NOTEWORTHY LOCALS



Mitts

A petty thief, Mitts gets the courage to steal people's treasured possessions out of a bottle. Yet when it comes to confrontations, even liquid courage

won't stop the cowardly crook from curling up like a paranoid porcupine. Mitts may have some information that the party desperately needs when a crisis arises. His storehouse, which is filled with purloined items, is located in the southwest part of Pickham.



Brains

This scholar is a well-known and widely respected source of information. A walking encyclopedia of knowledge and a brilliant

user of deductive reasoning, Brains is the first person Yangus thinks of when the party runs out of clues to Dhoulmagus's whereabouts. No one can understand why an intelligent and civil man like Brains wants to live in a run-down thief's den like Pickham. Yet this is where the party must search if they want to locate Brains.

Dodgy Dave

Whispered of in rumors all over Pickham, there is a merchant known as Dodgy Dave who works from a hidden location in town and trades for rare goods. He recognizes the usefulness of the party's alchemy pot, and will offer better than fair prices for rare items produced in it. Finding Dodgy Dave can be rather tricky, and may only be possible after the party has had to endure some rather trying times.

Den of Thieves

Trode finally finds a place where it is all right for him to mingle with the population without drawing unwanted attention. Unfortunately, Pickham is a hive of scum and villainy. While it is acceptable to speak to the residents to gather information, avoid giving anyone in town any money, with the exception of the legitimate shop merchants.



Avoid giving money to drunks outside the tavern in the southeast alley of town.

SEARCH THE TOWN AND SEARCH WELL

Search the town to find items and speak to the citizens to gather clues regarding the Pickham region. Because Pickham is a town full of pickpockets, there are numerous stolen items located in every nook and cranny, so be sure to search high and low.



HERO finds a pair of boxer shorts and puts it in the bag.

Items are located in all sorts of places in Pickham. Leave no bag unsearched!

DO NOT PAY TO PASS

A rogue blocking the archway connecting the town entrance to the marketplace demands a bribe of 10 gold coins each time the party attempts to pass. This is a rip-off, since the party can simply navigate through the nearby blacksmith's or down the other alley to reach the northern portion of town. At night, the man is fast asleep and does not present an obstacle.



* This is my pack. You wanna come through Yes, ya pay me some gold. 10 gold coins.

PICKHAM CASINO

Just west of Pickham's entrance is a casino where travellers can try their luck at games of chance. Speak to the bunny girl behind the counter on the left to purchase game tokens at a rate of one token per 20 gold coins. Tokens are required to play the games and are redeemable for prizes such as rare items and equipment at the other counter across the way.



* Welcome, welcome, welcome! To the shrine recreation... The social stampin'-ground o' the gentry... PICKHAM CASINO

Speak to the patrons and staff inside the casino to learn how to play the games.



In Bingo, put down your tokens and keep your fingers crossed. Coming close to a Bingo is a thrilling experience!

Play Bingo by examining the central machine in the casino. The man wearing red standing near the machine can explain the rules. The minimum bet is five tokens, with bets made in multiples of five. Once a Bingo game starts, the creature inside the machine begins choosing numbered balls at random. The numbers are marked on the Bingo card as chosen. The center square is already marked. After several numbers are drawn, a multiplier appears in the upper-left corner of the screen. Each time a ball is chosen thereafter that does not score a Bingo, the multiplier decreases. If all 10 balls are drawn and no bingo is scored, the player loses and the game ends. But if the player scores a Bingo, then the player wins the initial bet back times whatever multiplier remains. Therefore, the sooner a Bingo is scored, the higher the winnings. However, Bingo is a passive game where the player has little control over when—or if—a Bingo is scored.

SLOT MACHINES

Examine any of the slot machines along the walls to try your luck and place a bet from one to five tokens. The number of tokens put down determines how many lines are valid. Therefore, by betting more tokens, the player can score three across in more ways, including horizontally and diagonally. The payouts for winning combinations are listed on the marquee at the top of the screen.



Slot machines provide an easy way to make lots of tokens in one shot, especially if you bet five tokens each time!



ALCHEMY POT TIPS: PICKHAM CASINO ITEMS

Try to earn enough tokens to purchase two silver platters and toss them into the alchemy pot with an iron cuirass to make a sturdy **silver cuirass** (Defence 44) for Yangus.

Agility rings are great, but wouldn't it be nicer to achieve the agility boost without wasting a character's accessory slot? Mix an agility ring with a standard bandana to generate a **Mercury's bandana** (Defence 23) for the Hero. This headgear actually raises agility as well as defence!

Staves are often more useful for their inherent abilities than their attack bonuses. Instead of using the expensive rune staff in combat, consider combining it with a standard wizard's staff to make the more powerful **staff of antimagic** (Attack 41).

RECIPE SUMMARIES

Silver cuirass = iron cuirass + silver platter + silver platter

Mercury's bandana = bandana + agility ring

Staff of antimagic = wizard's staff + rune staff

ATLAS

PICKHAM REGION

BRAINS'S PLACE

Brains's residence is only accessible by navigating across the upper level of Pickham. Ascend the stairs near the second pub in the southeast corner of the town, then cross the upper level. Descend the stairs in the northwest corner to find the information dealer's home.

PICKHAM CASINO EXCHANGE

PRIZE	TOKEN COST	EQUIP ON
Magic water	100 tokens	N/A
Silver platter	500 tokens	Jessica
Agility ring	1000 tokens	Hero, Yangus, Jessica, Angelo
Titan belt	1500 tokens	Hero, Yangus, Jessica, Angelo
Rune staff	3000 tokens	Jessica, Angelo
Platinum headgear	5000 tokens	Hero, Angelo

SWORDSMAN'S LABYRINTH

Recommended Level: 18

AREA MAPS



MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Breakable Pot



ITEMS FOUND

- | | |
|---------------|---------------------------|
| 11 gold coins | Antidotal herb |
| 62 gold coins | Swordsman's Labyrinth map |
| Cowpat | Cannibox |
| Mini medal | Mini medal |
| Mini medal | Kitty shield |
| Red mould | Venus' tear |
| Seed of magic | |



MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
*21	Healslime	24	12	18	13
44	Mummy boy	73	0	55	9
62	Cannibox	61	12	76	110
63	Goodybag	55	8	32	106
65	Mummy	66	0	67	10
67	Restless armour	61	0	74	13
68	Lost soul	52	0	62	9
69	Phantom fencer	65	0	68	12

*Appears only when called as backup.

LOWERING THE DRAWBRIDGE

On the fourth level, the party encounters an impassable river of filth, over which hangs a raised drawbridge. Another moveable statue is located nearby. Perhaps by moving the stone monument somewhere within the small area where it rests, the drawbridge might be lowered?



Moving the statue to a specific location should enable the party to lower the drawbridge, if only the proper placement of the statue can be determined...

STATUE BLOCKING THE DOORWAY

A stone statue blocks a doorway on the third level. However, this is a temporary setback. Approach the statue from the front or side and press the \otimes button to grab or release the object. Then move the left analog stick to drag the statue out of the way.



Push the statue aside to clear the doorway.

ATLAS

PICKHAM
REGION

Level 4

Map

Level 3

Level 2

REACHING THE CENTER?

As Yangus points out, the Venus' tear, housed in a large chest sitting at the center of the very first room, tempts unwary adventurers to enter the dungeon with the prospect of a quick profit. However, the treasure cannot simply be taken. The party must first navigate the lower levels of the dungeon and search for some means to reach the center...



Yangus relates a chilling story regarding his first attempt to nab the priceless gem for Red.

Level 1

START

KINGDOM OF TRODAIN

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- | | | | |
|--|----------------|--|-----------------|
| | Cannibox | | Fresh milk x3 |
| | Sledgehammer | | Slime crown |
| | Seed of magic | | Seed of defence |
| | 650 gold coins | | Lesser panacea |
| | Mini medal | | |

INFAMOUS MONSTERS



ITEM SHOP LIST (WEST TRODAIN CHURCH)

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Holy water	20G	N/A
Chimaera wing	25G	N/A
Leather cape	1100G	Angelo
Fur hood	1400G	Hero, Yanguis



MONSTER APPEARANCES

SOUTHEAST AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
14	Bodkin archer	21	2	10	8
61	Mud mannequin	63	0	69	15
71	Rockbomb	68	20	70	11
73	Muddy hand	49	0	45	8

SOUTHEAST AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
16	Drackmage	19	6	9	7
83	Pink pongo	81	0	78	18

SOUTHEAST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
17	Beetleboy	16	0	12	10

SOUTHEAST AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
2	Candy cat	10	0	2	2
14	Bodkin archer	21	2	10	8
74	Terror tabby	56	10	67	12
75	Devilmoth	70	0	66	19
76	Buffalo wing	74	12	62	17
80	Jum	75	10	60	4
81	Boe	68	10	59	4
83	Pink pongo	81	0	78	18

SOUTHWEST AREA—ALL TERRAIN TYPES—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
21	Healslime	24	12	18	13
72	Dieablio	78	15	72	37
76	Buffalo wing	74	12	62	17
77	Mumbah-jumboe	345	40	309	41
78	Mum	65	20	68	25
79	Boh	80	Infinite	65	16
80	Jum	75	10	60	4
81	Boe	68	10	59	4
83	Pink pongo	81	0	78	18
87	Garuda	80	21	75	12
105	Hawk man	95	26	100	24

HILLTOP HUT

Travellers heading west from Port Prospect into the Kingdom of Trodain should stop by this conveniently located hut, high atop a hill just a few dozen feet past the border. The inn's rate is exceptionally cheap, and an elderly nun can take your confession.



A well outside the Hilltop Hut just begs to be explored. Perhaps something of tremendous value can be found there, or perhaps not...

WEST TRODAIN CHURCH

After passing through a large tunnel dug underneath the mountains, turn west and head toward the cliffs overlooking the sea to locate the West Trodain Church. Not only can visitors find an economically priced resting spot and a priest, but there is also a travelling item merchant inside. Speak to the man seated at the table to purchase any consumables that you need, as well as protective clothing.



The West Trodain Church is located near the northern sea cliffs, directly to the west of the mountain tunnel that separates north and south Trodain.

TRODAIN CASTLE AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
62*	Cannibox	61	12	76	110
74	Terror tabby	56	10	67	12
77	Mumbom-jumboe	345	40	309	41
78	Mum	65	20	68	25
79	Boh	80	Infinite	65	16
80	Jum	75	10	60	4
81	Boe	68	10	59	4

*Field chest appearance only.

TRODAIN CASTLE AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
2	Candy cat	10	0	2	2
72	Dieablio	78	15	72	37
87	Garuda	80	21	75	12

TRODAIN CASTLE AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
4	Dracky	10	0	2	3
13	Dancing devil	20	0	7	10
70	Hipster	70	8	69	16
75	Devilmoth	70	0	66	19

TRODAIN CASTLE AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
17	Beetleboy	16	0	12	10
74	Terror tabby	56	10	67	12
75	Devilmoth	70	0	66	19
76	Buffalo wing	74	12	62	17
87	Garuda	80	21	75	12

TRODAIN CASTLE

Recommended Level: 19

ITEMS FOUND

- Trodain Castle map
- Magic key
- Waterweed mould
- Rock salt
- 46 gold coins
- 150 gold coins
- Mini medal
- Mini medal
- 29 gold coins
- Magic beast hide
- Mini medal
- Gold bracer
- Garter
- Mini medal
- Templar's sword
- Seed of magic
- Yggdrasil dew
- Rusty old sword
- Imp knife recipe

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
66	Cure slime	54	20	70	11
71	Rockbomb	68	20	70	11
82	Hunter mech	71	0	26	20
84	Liquid metal slime	8	Infinite	10050	18
86	Wailin' weed	59	0	73	17
87	Garuda	80	21	75	12
88	Infernal armour	88	0	90	19
89	Dragonthorn	164	0	101	25

B on pg. 56

A on pg. 56

E on pg. 56

Map

B on pg. 56

C on pg. 56

G on pg. 56

START

ALCHEMY POT TIPS: ENHANCED ALCHEMY POT RECIPES

After you get Brains's help in Pickham, stay at inns several times. Eventually King Trode expands the alchemy pot to allow for three-ingredient recipes! A few interesting recipes might already be within reach if you have the necessary ingredients currently on hand.

For another boomerang upgrade, mix an edged boomerang with a steel scythe and a wing of bat to produce a **razor wing boomerang** (Attack 42).

Other interesting recipes require ingredients dropped by the rockbomb enemies you fought in the canyons of the Kingdom of Trodain. If you were able to score a rockbomb shard, drop it into the pot, along with a wizard's staff, to create a **magma staff** (Attack 28) capable of casting Bang without MP consumption in battle!

If all you've taken from the rockbombs is rock salt, don't despair! Drop it into the pot with fresh milk (free from any wandering cow), along with some rennet powder, to make **soft cheese**. Forget feeding this to Munchie; the real value of this cheese is that you can sell it for 600 gold coins a pop!

RECIPE SUMMARIES

Razor wing boomerang = edged boomerang + steel scythe + wing of bat

Magma staff = wizard's staff + rockbomb shard

Soft cheese = rennet powder + fresh milk + rock salt

ATLAS

KINGDOM OF TRODAIN

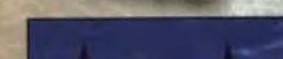
AREA MAPS MAP KEY

ENTANGLED ENTRANCE

Although thorny vines block the front entrance to the castle, do not let the plants deter you. Examine the vines to make Jessica use her magic to burn them away. This allows you to open the doors and proceed.



Vines cover the main entrance to the castle. But Jessica can easily take care of them.



E on pg. 55

Level 3

D on pg. 55

THE LIBRARY DOOR

Because the door between the exterior courtyard and the library is locked, the party must navigate through the castle and find their way to the library. Once you've reached the library, you can unlock the door from the inside to save time on your next visit.



Unlock the library door before leaving Trodain Castle by any magical means...

A on pg. 55

F on pg. 55

Level 2

THE MAGIC KEY

The chest in the storage room cannot be unlocked with the thief's key. However, the magic key is in the next chest. This key allows you to open not only the chest in the storage room, but also many of the chests throughout Trodain, Pickham, and Ascantha that could not be opened with the thief's key.



HERO finds the magic key and puts it in the bag.

With the magic key in hand, you can unlock many of the stubborn chests throughout the world.

G on pg. 55

Library

Level 2

B on pg. 55

Level 1

Level 1



ALCHEMY POT TIPS: NEW INGREDIENTS IN TRODAIN CASTLE

Thorough exploration of Trodain Castle reveals several new ingredients, although their alchemy uses may not be obvious. For example, the magic beast hide seems to do nothing except transform strong armaments into mere leather. But if you have two of them, you can combine them to form a fur poncho (Defence 29) for Yanguis that reduces damage from both physical and magical attacks.

The garter is a fine defensive item for Jessica, but the alchemy pot can make it into something even better. Mix the garter with a hunter's bow to form **Eros' bow** (Attack 45), an exceptional weapon for Angelo.

The gold bracer and Templar's sword found within the castle are also valuable ingredients that can be used for future recipes. *Do not sell them*, because no merchant in the game supplies replacements.

RECIPE SUMMARIES

Eros' bow = hunter's bow + garter

Fur poncho = magic beast hide + magic beast hide



ATLAS

KINGDOM OF
TRODAIN

BENEATH ASCANTHA

Recommended Level: 20



AREA MAPS

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
10	Mischiefous mole	15	0	4	5
63	Goodybag	55	8	32	106
73	Muddy hand	49	0	45	8
85	Mad mole	65	0	68	16
90	Mars rover	78	0	56	17

To Field

To Ascantha Castle

START

A TUNNEL UNDER THE KINGDOM?

Looks like someone has broken into the area beneath Ascantha Castle! Who could've done such a thing? What were they after? And how were they able to get in?



Venture through the hole in the wall and see where it leads.

LAND OF THE MOLES

WORLD MAPS

MAP KEY

- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- Fresh milk
- Seed of life
- Mini medal

INFAMOUS MONSTER



Mole Major

Mole Hole

Beneath Ascantha



MONSTER APPEARANCES

LAND OF THE MOLES—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
10	Mischievous mole	15	0	4	5
56	Chimaera	54	6	64	12
85	Mad mole	65	0	58	16
90	Mars rover	78	0	56	17
105	Hawk man	95	26	100	24



MOLE HOLE

Recommended Level: 20

AREA MAPS

ITEMS FOUND

- Mole Hole map
- Mini medal
- Seed of defence
- Stone hardhat
- Moonshadow harp

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
10	Mischiefous mole	15	0	4	5
71	Rockbomb	68	20	70	11
73	Muddy hand	49	0	45	8
85	Mad mole	65	0	68	16
90	Mars rover	78	0	56	17
91	Peeker	78	32	75	14

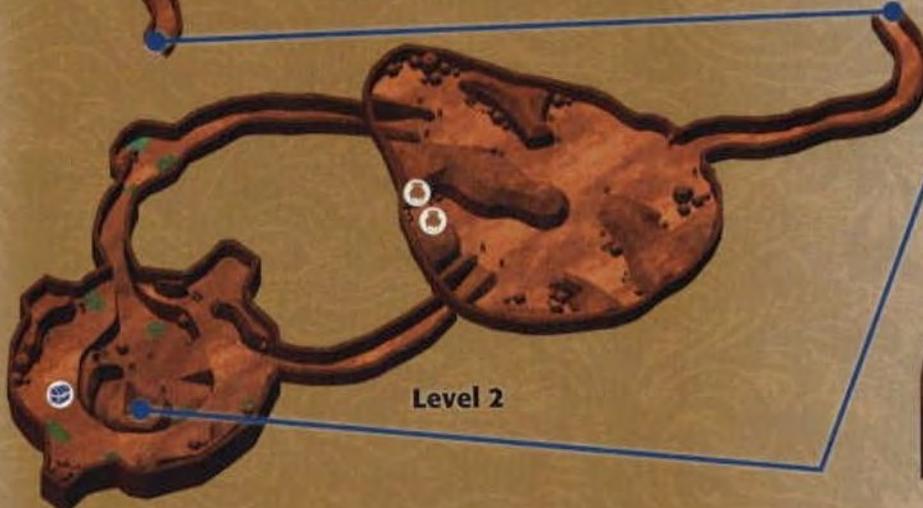
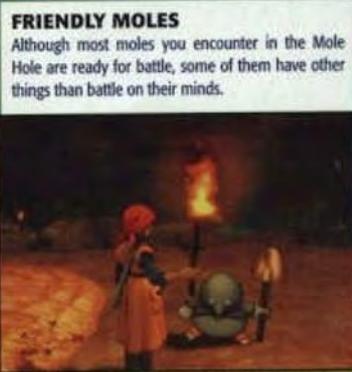


MAP KEY

- Breakable Pot
- Treasure Chest
- Treasure Chest, requires thief's key

ATLAS

LAND OF THE MOLES



OCEAN

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- Fresh milk x2
- 950 gold coins
- Bronze knife
- Mini medal
- Seed of life
- Iron armour
- Iron mask

INFAMOUS MONSTERS



MONSTER APPEARANCES

SHIP TRAVEL—AREA A—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
105	Hawk man	95	26	100	24
237	See urchin	16	4	24	20
241	Wild boarfish	62	0	60	11
246	Eveel	96	0	92	11

SHIP TRAVEL—AREA D—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
118	Hades condor	102	16	99	22
236	Khalamari kid	44	0	37	9
238	Man o' war	35	0	23	12
240	King kelp	86	8	56	16
248	King squid	261	0	116	46
252	Foul anchor	47	16	121	33
259	Tentacular	502	20	303	52

UNNAMED ISLE 2—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
66	Cureslime	54	20	70	11
97	Bodkin fletcher	88	0	86	23
106	Tap devil	85	0	78	21
112	Iron scorpion	64	21	82	21
119	Frogman	116	16	88	18

UNNAMED ISLE 4—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
98	Venom wasp	92	0	89	13
102	Battle beetle	57	12	96	22
111	King slime	210	25	110	51
113	Toxic zombie	116	0	75	17
115	Volpone	107	24	102	43

TRAVEL BY SEA

Once the party has obtained a sailing vessel from somewhere within the Kingdom of Trodain, you can voyage around the world via any ocean or any river connected to an ocean. When travelling by ship, the party will still be subject to random encounters with monsters. The sea region in which the party is sailing determines the types of monsters encountered. Use the color-coded map to determine where to battle the monsters listed in this section. However, use caution, and avoid taking on monsters that might be too tough for the party!

Once the party obtains a ship, they can explore many new and exciting locations inaccessible by foot. To disembark, sail up next to the land area where you want to dock and move around until the option to disembark appears onscreen. If there are no places to disembark, the option will not appear and you will be forced to find alternate ways to get to where you want to go.

If you use Zoom to zip from one continent to another, the ship relocates automatically to the nearest available shore, so you can access it from almost anywhere. The location of the party's ship is always marked on the world map.



PREVIEW FUTURE DESTINATIONS

Now you can reach many locations by docking nearby and traveling short distances on foot. The party can now visit places such as the Northwest Isle, the Holy Isle of Neos, and the small northern continent of Savellia. Special events may take place while you're visiting some of these locations, and you can find some items at each stop. When you're visiting a new location (which is covered in greater detail later in the book), be sure to flip ahead to determine which items might be available.

SHIP TRAVEL—AREA B—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
105	Hawk man	95	26	100	24
237	See urchin	16	4	24	20
241	Wild boarfish	62	0	60	11
251	Sea dragon	123	24	114	51

SHIP TRAVEL—AREA C—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
236	Khalamari kid	44	0	37	9
243	See angel	82	15	79	18
248	King squid	261	0	116	46
254	Siren	112	16	123	43

UNNAMED ISLE 1—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
36	Metal slime	4	Infinite	1350	5
99	Orc	105	Infinite	94	31
101	Treevil	109	0	95	27
108	Redtail hipster	103	0	92	36
116	Bomboulder	115	10	111	11

UNNAMED ISLE 4—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
95	Puppet player	100	15	90	41
104	Skeleton soldier	94	12	93	26
107	Mushroom mage	81	10	75	13
109	Jumping jackal	111	0	103	32
117	Skullrider	109	0	97	32

CAPE WEST OF PICKHAM—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
116	Bomboulder	115	10	111	11
121	Magic dumbbell	78	14	41	9
132	Hoodium	123	0	106	32
136	Jabberwockee	645	13	318	100
137	Jab	90	Infinite	81	25
138	Ber	75	0	71	25
139	Kee	75	10	61	25
140	Woc	75	12	61	25
142	Robo-robin	99	99	96	43
143	Puppet master	130	8	132	51

ATLAS

OCEAN

PRINCESS MINNIE'S CASTLE

AREA MAPS

Recommended Level: 21



MAP KEY

Item Shop

Gold Bank

ITEMS FOUND

- Mini medal
- Double-edged sword
- Seed of strength
- Mini medal
- Seed of life

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Chimaera wing	25G
Red mould	30G
Waterweed mould	35G

NOTEWORTHY LOCALS



Princess Minnie

The princess is filling in for her ailing father, the King of Medals. When you give her the **mini medals** you've collected on your journeys, Princess Minnie bestows valuable rewards upon the party!



GLOBAL GOLD BANK

Speak to the short man behind the counter to deposit gold coins in the Gold Bank. Sometimes it's best to store excess gold coins in the bank, just in case the party is wiped out in the field and lose the gold coins in their inventory. Gold Banks are located in several places throughout the world, so depositing and withdrawing money is easy with access points in many towns.



Gold Banks help the party to preserve most of its wealth, in case of sudden hardship.

MINI-MEDAL REWARDS

When the party first enters the castle, Princess Minnie is upstairs, tending to the bedridden King. She then retires to the throne room, where you can consult with her any time. Speak to Princess Minnie to remind yourself how many mini medals you've turned in, to turn in more medals, and to see how many more you need in order to claim a reward from the Princess.



After Princess Minnie returns to her throne, speak to her to exchange mini medals for rare equipment and items.

MINI MEDAL REWARDS	
ITEM	TOTAL MINI MEDALS RETURNED
Fishnet stockings	28 medals
Posh waistcoat	36 medals
Staff of divine wrath	45 medals
Gold nugget	52 medals
Meteorite bracer	60 medals
Miracle sword	68 medals
Sacred armour	75 medals
Orichalcum	83 medals
Metal king helm	90 medals
Dangerous bustier	99 medals
Flail of destruction	110 medals



ATLAS

OCEAN

BACCARAT REGION

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- | | |
|------------------|-----------------|
| 800 gold coins | Seed of defence |
| Seed of agility | Mini medal |
| 1200 gold coins | Fresh milk x2 |
| Tough guy tattoo | Mini medal |

INFAMOUS MONSTERS



SEAVIEW CHURCH

This church, located near the best docking point for a sea vessel in the Baccarat region, is not only a great place to save the game, but also the site of the best inn in the entire game. Thanks to the charity of the Goddess, travellers can always stay here for free!



The Seaview Church atop the northern hill in Baccarat is the best place to rest and recuperate in the world.

MONSTER APPEARANCES

NORTH BACCARAT AREA—FIELD—

ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
92	Cockateer	105	0	90	28
93	Great sabrebat	95	0	120	31
96	Spitnik	108	0	92	18
99	Orc	105	Infinite	94	31
111	King slime	210	25	110	51
116	Bomboulder	115	10	111	11

NORTH BACCARAT AREA—FOREST—

ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
92	Cockateer	105	0	90	28
93	Great sabrebat	95	0	120	31
98	Venom wasp	92	0	89	13
99	Orc	105	Infinite	94	31

SOUTH BACCARAT AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
92	Cockateer	105	0	90	28
94	Metal slime knight	90	8	91	33
99	Orc	105	Infinite	94	31
109	Jumping jackal	111	0	103	52
116	Bomboulder	115	10	111	11

SOUTH BACCARAT AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
49	Treeface	64	0	67	23
95	Puppet player	100	15	90	41
97	Bodkin fletcher	88	0	86	23
98	Venom wasp	92	0	89	13
100	Night emperor	100	0	93	46

EAST BACCARAT AREA—FIELD—

ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
49	Treeface	64	0	67	23
101	Treevil	109	0	95	27
102	Battle beetle	57	12	96	22

EAST BACCARAT AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
99	Orc	105	Infinite	94	31
109	Jumping jackal	111	0	103	32
116	Bomboulder	115	10	111	11

EAST BACCARAT AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
95	Puppet player	100	15	90	41
100	Night emperor	100	0	93	46
102	Battle beetle	57	12	96	22

EAST BACCARAT AREA—FOREST—

ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
49	Treeface	64	0	67	23
98	Venom wasp	92	0	89	13
101	Treevil	109	0	95	27
102	Battle beetle	57	12	96	22

NO.	NAME	HP	MP	EXP	GOLD
109	Jumping jackal	111	0	103	32



BACCARAT

Recommended Level: 24



ITEMS FOUND

Seed of defence	Strong Medicine
Fresh milk	Cool cheese
Seed of wisdom	72 gold coins
Mini medal	Amor seco essence
Seed of strength	Mini medal
Bunny tail	Mini medal
Garter	Mini medal
Dancer's costume	Rennet powder
Mini medal	Magic water
Mini medal	Ruby of protection
Gold ring	600 casino tokens
Spangled dress	200 or 400 casino tokens

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaera wing	25G
Moonwort bulb	30G
Amor seco essence	120G

NOTEWORTHY LOCALS



Cash and Carrie

The twin children of the Baccarat casino owner, Golding, are holed up in their family mansion and have not been seen for a while. The party must determine why the twins have taken such precautions and what has become of Golding.

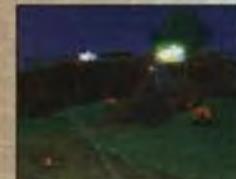
WEAPON AND ARMOUR SHOP LIST

ITEM	COST (G)	EQUIP ON
Poison needle	1900	Jessica
Steel scythe	3700	Yanguis
Dancer's costume	1300	Jessica
Iron armour	1800	Hero, Yanguis
Light shield	2250	Hero, Yanguis, Jessica, Angelo
Coral hairpin	950	Jessica

AREA MAPS

MAP KEY

- Inn
- Weapon Shop
- Gold Bank
- Item Shop
- Pub
- Church
- Armour Shop
- Well



ATLAS



BACCARAT REGION



THE CASINO IS CLOSED

Speak to the citizens of Baccarat to determine why the casino is closed. While searching the town for items and clues about what's happening here, visit the nightclub in the basement of the hotel. Speak to the bunny-girl waitress on duty to find out where the bartender is. Then head upstairs to the top floor of the hotel to overhear an important conversation between the bartender and the casino manager. Follow the bartender back down to the nightclub to harass him for more information. This method of investigation should tally up enough clues to tell you what to do next.



Bartender:
Okay, so tell me what happened the other day. The suspense is killing me!

Find the hotel nightclub's bartender in order to get the scoop on Baccarat.

East
All we have to do is evict the Dragon Guardsmen and reclaim the castle of the family on their hands. Simple, easy, right?

CHATEAU FELIX

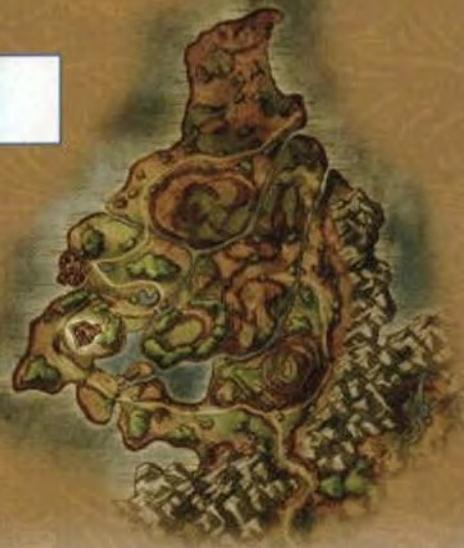
Recommended Level: 24

AREA MAPS



ITEMS FOUND

- ?? Sand of serenity
- ?? Baumren's bell



NOTEWORTHY LOCALS



Tom

Tom is the sabrecat wrangler and general all-purpose manservant of Master Felix. Although he's an extremely friendly fellow, he won't be fooled by anyone who trundles in off the well-beaten path outside the Chateau. Speak to Tom to learn more about sabrecats, Master Felix, and the function of the Chateau.



Master Felix

Master Felix is the foremost expert when it comes to sabrecats, but few know of his existence and even fewer know what he does for a living. Speak with Master Felix to learn more regarding the nature of sabrecats, and what the heroes might be able to do to help Master Felix...

KING OF THE SABRECATS

Speak with Tom at the doors of the sabrecat sanctuary. Tom is under strict orders not to let just anyone inside, so he challenges the party with a short quiz regarding their attitudes toward cats. Your answers determine whether Tom will let the party proceed to speak with Master Felix. Try different combinations of answers to his three questions, and enjoy his amusing responses. Whenever you decide to get serious and give Tom the "right" answers, he opens the doors to Chateau Felix.



Tom is an interesting character with some very important questions for the party.

ATLAS

BACCARAT
REGION



KINGDOM OF ARGONIA

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- | | |
|-----------------|------------------|
| 41 gold coins | Iron helmet |
| Mini medal | Seed of strength |
| Seed of wisdom | 1500 gold coins |
| Yggdrasil leaf | Seed of agility |
| Lightning staff | Fresh milk x3 |
| Prayer ring | Seed of skill |
| Prayer ring | Silver platter |
| Light shield | Mini medal |
| Steel shield | Mini medal |
| Eagle dagger | Lizard humour |

SEER'S RETREAT

The first time you visit the Seer's Retreat, the old hermit most likely won't be home. The Seer can be found at the nearby spring. Join him there to learn of the Mystical Spring's qualities.



The next time you find yourself wondering how to use strange important items, remember how insightful the Seer is...

INFAMOUS MONSTERS



All Day Sucker



Bundle of Joy



Hooded Hacker



Slime Creator



King of Dumbria



Al Gee



Octavius Maximus

MYSTICAL SPRING

Drinking the refreshing waters of this spring in the western mountains of the Argonian Kingdom is well worth a visit. The Mystical Spring attracts all sorts of interesting personalities. The party might encounter some extremely informative and important people here by visiting at the right time, or after certain major events.



Drink from the waters of the Mystical Spring and see what happens. Visit here often, especially after major story events and after obtaining important items, to learn more about the party's heroic quest.

PEDDLER'S TENT

Camped on the roadside heading west from Argonia is a band of travellers. During the daytime only, a merchant seated near the outdoor fire sells items and weapons.



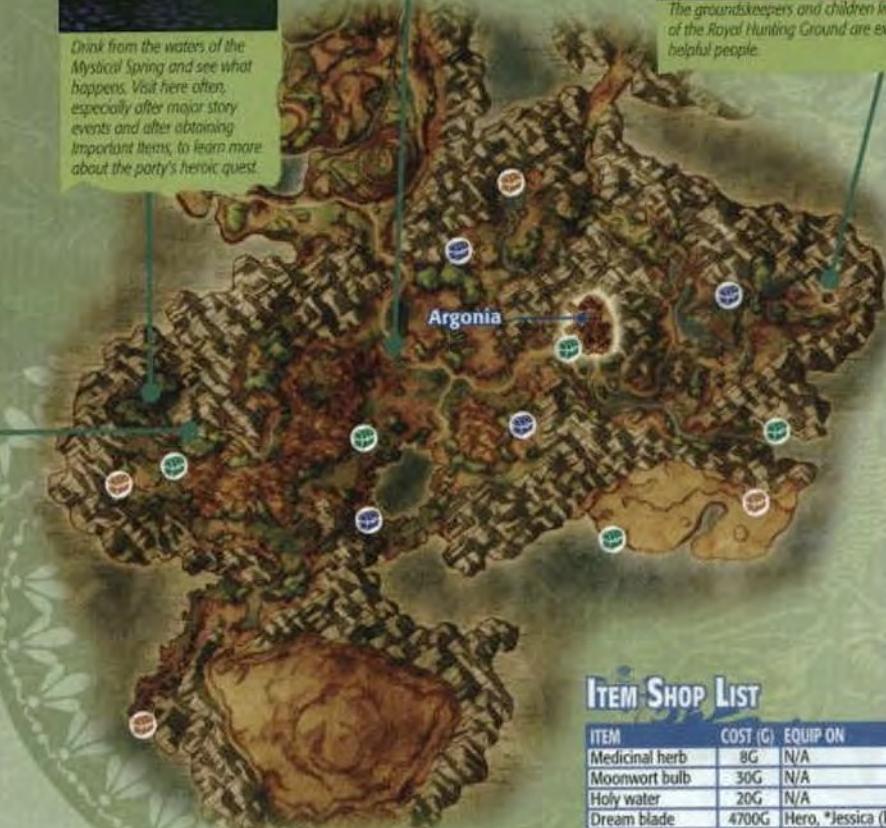
The friendly campers offer help in the form of regional travel tips, alchemy pot recipes, and items for sale.

ROYAL HUNTING GROUND: HOUSE

The folks who live just outside the entrance of Argonia's Royal Hunting Ground are well-versed in the history of the area. They'll offer up their hospitality and provide helpful hints and advice concerning any upcoming tasks that the party may face.



The groundskeepers and children living by the entrance of the Royal Hunting Ground are extremely friendly and helpful people.



ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Moonwort bulb	30G	N/A
Holy water	20G	N/A
Dream blade	4700G	Hero, *Jessica (knife skill), Angelo
Turtle shell	2300G	Yangus
Cloak of evasion	3000G	Jessica, Angelo

MONSTER APPEARANCES

EASTERNMOST AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
101	Treevil	109	0	95	27
112	Iron scorpion	64	21	82	21
119	Frogman	116	16	88	18
123	Magic marionette	117	0	108	27
126	Berserker	120	0	118	19

EAST CENTRAL AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
101	Treevil	109	0	95	27
109	Jumping jackal	111	0	103	32
119	Frogman	116	16	88	18
123	Magic marionette	117	0	108	27
126	Berserker	120	0	118	19

SOUTHEAST AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
112	Iron scorpion	64	21	82	21

SOUTHEAST AREA—DAY

NO.	NAME	HP	MP	EXP	GOLD
117	Skullrider	109	0	97	32
118	Hades condor	102	16	99	22
121	Magic dumbbell	78	14	41	9
122	Gargoyle	120	0	114	36

SOUTHEAST AREA—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
113	Toxic zombie	116	0	75	17
116	Bomboulder	115	10	111	11
123	Magic marionette	117	0	108	27
125	Lump wizard	108	Infinite	112	22

CENTRAL AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
66	Cureslime	54	20	70	11
97	Bodkin fletcher	88	0	86	23
112	Iron scorpion	64	21	82	21
124	Notso macho	147	12	120	38

CENTRAL AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
117	Skullrider	109	0	97	32

CENTRAL AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
106	Tap Devil	85	0	78	21

CENTRAL AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
101	Treevil	109	0	95	27
106	Tap devil	85	0	78	21
107	Mushroom mage	81	10	75	13
119	Frogman	116	16	88	18
125	Lump wizard	108	Infinite	112	22

WEST CENTRAL AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
121	Magic dumbbell	78	14	41	9
122	Gargoyle	120	0	114	36
124	Notso macho	147	12	120	38
131	King cureslime	180	Infinite	136	16

WEST CENTRAL AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
119	Frogman	116	16	88	18
123	Magic marionette	117	0	108	27
125	Lump wizard	108	Infinite	112	22
128	Ghoul	182	0	98	17
129	Shade	86	0	78	14

WEST CENTRAL AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
36	Metal slime	4	Infinite	1350	5
56	Chimaera	54	6	64	12
107	Mushroom mage	81	10	75	13
119	Frogman	116	16	88	18
127	Bulldozer	131	0	117	31
131	King cureslime	180	Infinite	136	16

NORTHEAST AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
130	Lethal armour	145	20	124	52

NO.	NAME	HP	MP	EXP	GOLD
66	Cureslime	54	20	70	11
122	Gargoyle	120	0	114	36
124	Notso macho	147	12	120	38
131	King cureslime	180	Infinite	136	16
134	Demonrider	126	0	131	37

NORTHEAST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
123	Magic marionette	117	0	108	27
125	Lump wizard	108	Infinite	112	22
128	Ghoul	182	0	98	17
129	Shade	86	0	78	14
132	Hoodlum	123	0	106	32

NORTHEAST AREA—FOREST—DAY

NO.	NAME	HP	MP	EXP	GOLD
56	Chimaera	54	6	64	12
107	Mushroom mage	81	10	75	13
119	Frogman	116	16	88	18
127	Bulldozer	131	0	117	31
133	Hocus chimaera	108	8	115	35

ATLAS

KINGDOM OF ARGONIA

ARGONIA

Recommended Level: 25

AREA MAPS



MAP KEY

- Inn
- Armour Shop
- Weapon Shop
- Item Shop
- Church

ITEMS FOUND

38 gold coins	Hairband
50 gold coins	Turban
80 gold coins	Magic water
Rennet powder	Leather cape
Rennet powder	Seed of strength
Cool cheese	Elfin elixir
Strong medicine	30 gold coins
Feathered cap	Mini medal
Strong antidote	Mini medal
Plain cheese	Mini medal
Rock salt	Cloak of evasion
*Seed of magic (after bazaar moves inside)	Mini medal
*Mini medal (after bazaar moves inside)	Devil's tail
Mini medal	Magical hat
Mini medal	Battle fork
Wayfarer's clothes	Important Item
Iron axe	Mini medal
	Skull ring
	Moon axe

WEAPON AND ARMOUR SHOP LIST

ITEM	COST (G)	EQUIP ON
Battle-axe	4300G	Yanguis
Partisan	4400G	Hero
Silver mail	4300G	Hero, Angelo
Magic vestment	4400G	Jessica, Angelo
Light shield	2250G	Hero, Yanguis, Jessica, Angelo
Silver tiara	1450G	Jessica

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaera wing	25G
Moonwort bulb	30G



Bazaar Weapon Shop List

WEAPON	COST (G)	EQUIP ON
Chain whip	2200G	Jessica
Razor wing boomerang	3800G	Hero
Zombiesbane	6300G	Hero, *Jessica (knife skill)
War hammer	6700G	Yangus
Falcon knife	7700G	Jessica

Bazaar Armour Shop List

ARMOUR	COST (G)	EQUIP ON
Heavy armour	5000G	Yangus
Silk buster	5500G	Jessica
Magic armour	6100G	Hero, Angelo
Magic shield	5000G	Hero, Angelo
Magical hat	2700G	Jessica
Iron mask	3500G	Hero, Yangus

Bazaar Accessory Shop List

ACCESSORY	COST (G)	EQUIP ON
Bunny tail	50G	Hero, Yangus, Jessica, Angelo
Gold bracer	350G	Hero, Yangus, Jessica, Angelo
Gold ring	2000G	Hero, Yangus, Jessica, Angelo
Tough guy tattoo	2400G	Hero, Yangus, Jessica, Angelo
Scholar's specs	2700G	Hero, Yangus, Jessica, Angelo
Ruby of protection	3100G	Hero, Yangus, Jessica, Angelo

Bazaar Item Shop List

ITEM	COST (G)
Rennet powder	10G
Fresh milk	30G
Red mould	30G
Waterweed mould	35G

Bazaar Yggdrasil Leaf Shop List

ITEM	COST (G)
Yggdrasil leaf	1000G*

*Only for sale if you possess zero (0) Yggdrasil Leafs.

NOTEWORTHY LOCALS



King Clavius

The honorable King of Argonia rules his kingdom with a fair hand. However, certain family matters are distressing him at this time. Can the heroes assist the King and his troublesome son, Prince Charmles?



Prince Charmles

The Prince is prone to hiding in the castle or running off to a neighboring town to escape his royal obligations, causing

his father great concern. Charmles is worried about a forthcoming initiation ritual, in which he must go to the Royal Hunting Ground and hunt Argon lizards. What's he so afraid of?



Chancellor of Argonia

The Chancellor is truly dedicated to the causes of the King and the furtherance of the Argonian royal succession. He has a beautiful

mansion located on the hill overlooking the city. Not much could cause him to abandon his post, unless there were significant troubles at home...

The Challenge of Charmles

The party is forbidden entrance to the castle without first visiting the Dark Ruins on the Northwest Isle. The party need not explore all of the Dark Ruins, but must visit there before they can enter the castle. Speak to the guards at the front doors near the church to determine the reason. The throne room of King Clavius is on the second floor. Speak to the King to learn the situation in Argonia, and how the party can help.



* : Did those travellers cause you some trouble?

King Clavius needs the assistance of a few good heroes. And it just so happens a few good ones have arrived.



ALCHEMY POT TIPS: ALCHEMY, ARGONIAN STYLE

Baccarat has a few interesting ingredients for alchemists, but most of the important items are waiting in Argonia. Items like the battle-axe, silver mail, and light shield should go straight from the store shelves into the alchemy pot, to be transformed into far superior items.

With the magic key available, the thief's key is now obsolete. Drop it into the alchemy pot along with the battle-axe to create the **bandit axe** (Attack 55), which sells for a nice profit. Transform the light shield into the improved **white shield** (Defence 24) using only two bottles of fresh milk. This upgrade is virtually free. And while the silver mail is a fantastic armour, you can further improve it by mixing it with Jessica's old dancer's costume to create **dancer's mail** (Defence 57).

RECIPE SUMMARIES

Bandit axe = battle-axe + thief's key

Dancer's mail = dancer's costume + silver mail

White shield = light shield + fresh milk + fresh milk

ATLAS

KINGDOM OF
ARGONIA



ALCHEMY POT TIPS: NEW INGREDIENTS AT THE ARGONIA BAZAAR

The Argonia Bazaar sells a wide variety of fantastic items, many of which can be further improved with alchemy! The heavy armour, for example, has a respectable defence score of 52. Boost that by dropping it into the pot along with a bandit axe and a bandit's grass skirt, making a suit of **bandit mail** (Defence 80) for Yangus. You can also boost the magic armour by mixing it with an edged boomerang to make a suit of damage-reflecting **spiked armour** (Defence 68).

Give Jessica's wisdom a double boost by purchasing two scholar's specs, one to wear and one to mix with a magical hat (sold separately) to make a **scholar's cap** (Defence 33). Produce a second scholar's cap in the alchemy pot, and combine it with a magic vestment (sold in Argonia's regular shop) to create a **sage's robe** (Defence 55) for Angelo.

You can produce a fantastic spear by mixing a battle fork and a devil's tail (found in Argonia Castle) with a poison needle (sold in Baccarat). The resultant **demon spear** (Attack 86) can occasionally score one-hit kills!

RECIPE SUMMARIES

Bandit mail = bandit axe + bandit's grass skirt + heavy armour

Scholar's cap = magical hat + scholar's specs

Spiked armour = edged boomerang + magic armour

Sage's robe = magic vestment + scholar's cap

Demon spear = battle fork + poison needle + devil's tail

ROYAL HUNTING GROUND AREA MAPS

Recommended Level: 28



ITEMS FOUND

- Dragon scale
- Mini medal

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
133	Hocus chimaera	108	8	115	35
135	Killer moth	84	8	116	14
145	Jackal ripper	142	Infinite	123	32
150	Hacksaurus	171	0	216	55
153	Orc king	148	18	154	38

MAP KEY

- Treasure Chest, requires magic key
- Item Bag



STRANGE HARVEST

In the northwest section of the Royal Hunting Ground, strange fruit called salamangoes grow in a small patch. You can pick them up, carry them, and throw them just like breakable barrels or pots. Upon striking the ground, they release a small cloud of pollen that awakens and attracts Argon lizards.



Argon lizards cannot resist the smell of fresh salamango.

CAVE CRITTER

Find a way to draw the Argon lizard out of the cave.



The sleeping Argon lizard awakes.

ATLAS

KINGDOM OF ARGONIA

START

EASILY SCARED

Argon lizards are highly sensitive creatures and are easily frightened off by the sight or sound of quickly approaching hunters. To sneak up on them, approach from behind by walking using the directional button.



Move carefully and try not to make too much noise when approaching an Argon lizard.

NORTHWEST ISLE

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires magic key

ITEMS FOUND

- Mini medal
- Zombie mail

INFAMOUS MONSTERS



Old Soldier



Occult Rider



Man-at-Arms

Dark Ruins



MONSTER APPEARANCES

NORTHWEST ISLE—ANY TIME

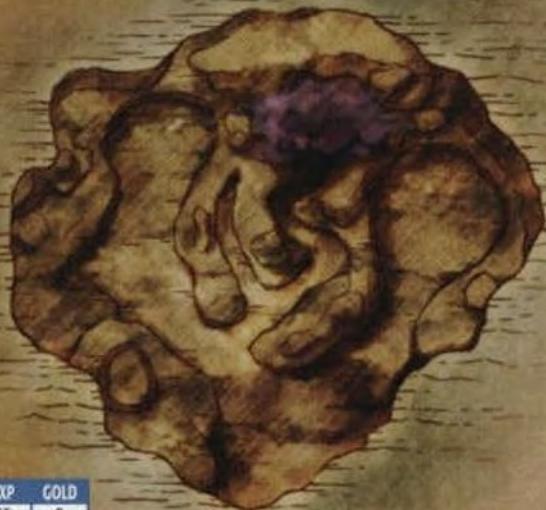
NO.	NAME	HP	MP	EXP	GOLD
103	Lump shaman	80	30	90	32
104	Skeleton soldier	94	12	93	26
107	Mushroom mage	81	10	75	13
113	Toxic zombie	116	0	75	17
114	Lesser demon	119	0	107	38

DARK RUINS

Recommended Level: 29

ITEMS FOUND

- Mini medal
- Dark Ruins map
- Mini medal
- Dragon scale
- (Mimic)
- Saint's ashes



MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
44	Mummy boy	73	0	55	9
65	Mummy	66	0	67	10
120	Mimic	144	Infinite	128	72
148	Blood mummy	138	0	125	16
149	Phantom swordsman	102	0	164	34
151	Bone baron	122	0	176	56
154	Soulspawn	75	0	158	9
157	Fallen priest	138	50	183	83
164	Troll	423	0	210	46

AREA MAPS

MAP KEY

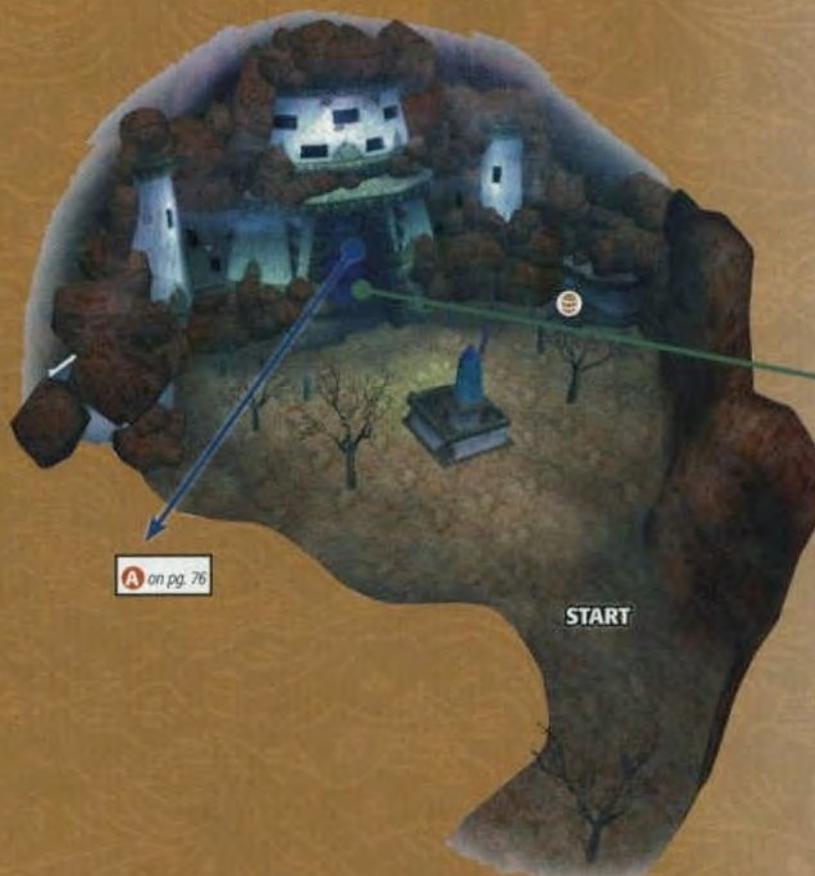
- Breakable Barrel
- Treasure Chest
- Treasure Chest, requires magic key



ATLAS



NORTHWEST ISLE



THE VOID

Upon entering the Dark Ruins, the party lose themselves in total darkness. Movement in any direction causes the heroes to exit the Dark Ruins. There must be some way to remove the dark veil preventing you from exploring this enigmatic location.



Examine the raised monument across from the Dark Ruins' doorway.

RAISING THE CENTRAL STAIRS

The central stairs in the entrance hall are collapsed, preventing the party from proceeding. Somewhere nearby, there should be a mechanism that raises the stairs.



Search the balconies to find a way to raise the central stairs on the first floor.

Level 1



BUILDING BRIDGES

To get across the area, you must move across both the ground floor and the raised platforms. However, gaps between the raised pathways prevent further progress. Surely, there must be some mechanisms that allow mere mortals to raise platforms between the gaps in the upper pathway?



Raising several steel walls in the area might cut off the path behind, but may also create a raised path to the next area.

Level 2



Basement Level 1

Basement Level 2



MAP KEY

- Breakable Barrel
- Treasure Chest
- Treasure Chest, requires magic key

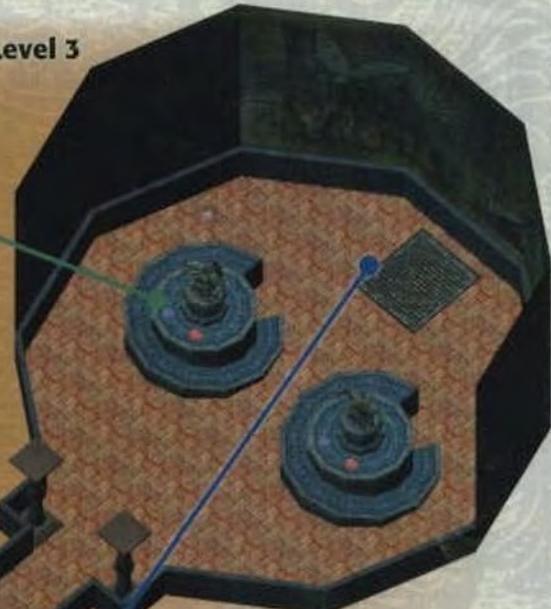
Basement Level 3

DEMONIC RAYS

In the room with the large mural depicting the ancient battle between good and evil, two massive statues emit scorching beams of light. If the statues could somehow be rotated, perhaps they could be made to point toward some significant portion of the giant mural...



Find a way to proceed through the large room with the mural by examining all of the interesting features of the area.



ATLAS

NORTHWEST ISLE



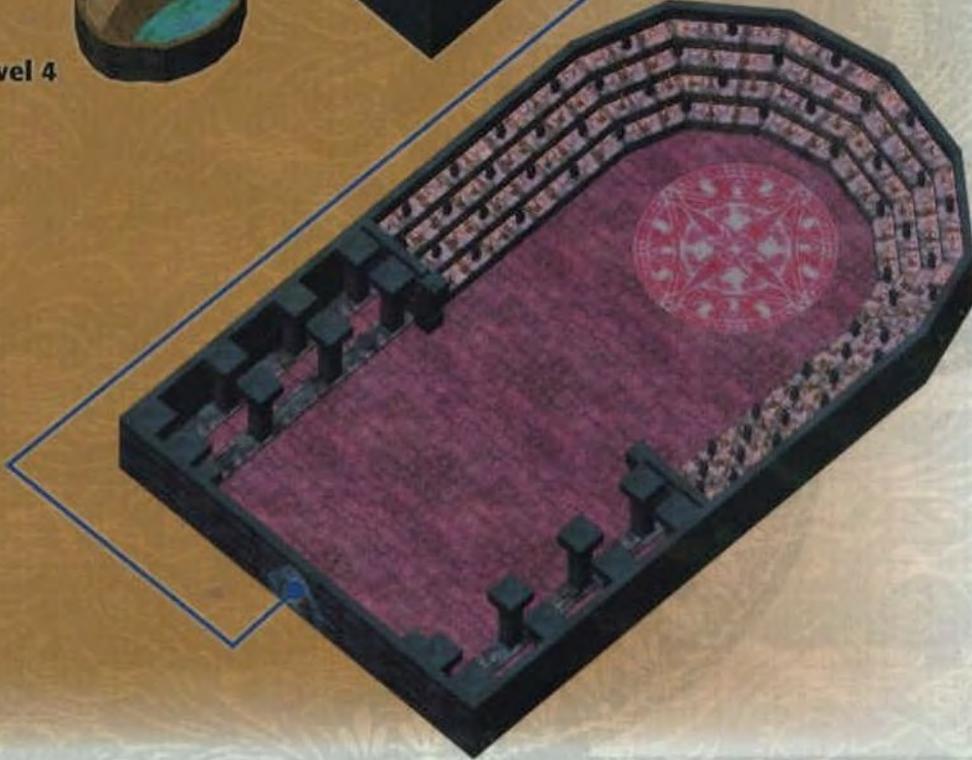
Basement Level 4

SPARKLING REFRESHMENT

Before proceeding to the final chamber of the ruins, step into the small side chamber on Basement Level 4. Inside is a pool of clear water that fully restores the party's HP and MP!



Drink the water in the small side cavern on B4 to enjoy a refreshing experience.



ARCADIA REGION

WORLD MAPS

MAP KEY

- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key
- Treasure Chest, requires ultimate key

ITEMS FOUND

- Fresh milk
- Elfin elixir
- Assassin's dagger
- Titan belt
- Silver tiara

INFAMOUS MONSTERS



Poisonous
Sniper



Gloopy
Grouper



Angel of
Curing



MONSTER APPEARANCES

WEST AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
152	Swingin' hipster	144	0	155	45
156	Golem	225	0	237	50

WEST AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
133	Hocus chimaera	108	8	115	35
145	Jackal ripper	142	Infinite	123	32
146	Iron rhino	48	0	138	68
150	Hacksaurus	171	0	216	55
153	Orc king	148	18	154	38
164	Troll	423	0	210	46

EAST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
143	Puppet master	130	8	132	51
146	Iron rhino	48	0	138	68
151	Bone baron	122	0	176	56

WEST AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
142	Robo-robin	99	99	96	43
153	Orc king	148	18	154	38
155	Gryphon	161	16	167	32

EAST AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
152	Swingin' hipster	144	0	155	45
156	Golem	225	0	237	50

EAST AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
133	Hocus chimaera	108	8	115	35
146	Iron rhino	48	0	138	68
153	Orc king	148	18	154	38
156	Golem	225	0	237	50
164	Troll	423	0	210	46

CHAPEL OF AUTUMN

Consider a visit to the church located northwest of Rydon's Tower before and after visiting the obsessive stonemason, and before proceeding to the frozen Blizzard Peaks in the far north.



Be sure to confess and rest at this church, conveniently located on the road northwest of Rydon's Tower.

ARCADIA

Recommended Level: 30



ITEMS FOUND

Lesser panacea	Wizard's staff	Rock salt	650 gold coins
Magic water	Seed of strength	350 gold coins	Magic vestment
Mini medal	Cloak of evasion	Magic water	Mini medal
Mini medal	Bunny tail	Amor seco essence	Mini medal
Mini medal	Poison moth knife	Fresh milk	Titan belt
Rennet powder	Leather dress	Rennet powder	Seed of magic
230 gold coins	Dragon scale	Dragon dung	?? Stone sword
27 gold coins	Strength ring	Cowpat	?? The Big Book of Barriers
Seed of life	Gold bracer	26 gold coins	
Mystifying mixture	Mini medal	Rock salt	
Mini medal	Mini medal	Giant mallet	

ITEM SHOP LIST

ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaeer wing	25G
Moonwort bulb	30
Rockbomb shard	450G

NIGHTTIME ITEM SHOP LIST

ITEM	COST (G)
Seed of skill	2000G*

*One purchase only.

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Sword breaker	5500G	Jessica
Swallowtail	6800G	Hero
Bastard sword	8800G	Hero, *Jessica (knife skill)
Hell scythe	9500G	Yanguis

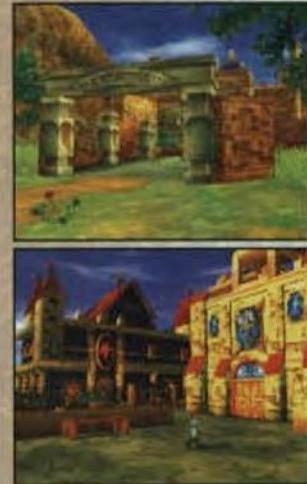
ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Cloak of evasion	3000G	Jessica, Angelo
Magic armour	6100G	Hero, Angelo
Magic bikini	13800G	Jessica
Magic shield	5000G	Hero, Angelo
Magical hat	2700G	Jessica
Iron mask	3500G	Hero, Yanguis

AREA MAPS

MAP KEY

- Inn
- Item Shop
- Armour Shop
- Church
- Weapon Shop
- Pub



ATLAS

ARCADIA
REGION



NOTEWORTHY LOCALS



Master Dominico

Dominico is a great magician, proud descendant from a long line of wizards and mages who have presided over Arcadia. Dominico's

ancient ancestors were renowned for their skill and wisdom, but Dominico and his recent forefathers have grown more complacent and conceited with each generation. Most of the townspeople bear a general disdain for Dominico, yet hide it out of respect, or perhaps in fear of his inherited magic abilities.



David

David is a young man who attempted to travel the world, in search of something he couldn't quite put his finger on. By the time he reached

Arcadia, he was starving and very near death. Master Dominico took in David and gave him a place to live and work, and for that David is extremely grateful. However, David seems unable to realize that Master Dominico is always looking for any opportunity to humiliate and degrade him, and that he should have left long ago.



Sir Leopold

Master Dominico's pet is a fearsome hound, the mere sight of which chills the blood of everyone in Arcadia. Over the years, Sir Leopold has taken on

many of Master Dominico's more unsavory traits, and treats the manservant David just as poorly as the master magician.

THE MOUNTAIN BRIDGE CITY

The party arrives in Arcadia in pursuit of a villain who left the Northern Checkpoint of the Argonia region in ruins. When you enter the town, all of its citizens are gathered in the streets. Beat a path to the gates of the town magistrate and tyrant, the audacious Master Dominico. Enter the house and proceed to the room upstairs to watch the events unfold, and then speak with Master Dominico to learn how to remedy the situation in Arcadia.



Citizens line the streets all the way up to the doorstep of Master Dominico's.

RYDON'S TOWER

Recommended Level: 30

AREA MAPS

ITEMS FOUND

- Rydon's Tower map
- Recovery ring
- Cheiron's bow

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
131	King cureslime	180	Infinite	136	16
133	Hocus chimaera	108	8	115	35
136	Jabberwockee	645	13	318	100
137	Jab	90	Infinite	81	25
138	Ber	75	0	71	25
139	Kee	75	10	61	25
140	Woc	75	12	61	25
146	Iron rhino	48	0	138	68
153	Orc king	148	18	154	38
154	Soulspawn	75	0	138	9
155	Gryphon	161	16	167	32
156	Golem	225	0	237	50
159	Living statue	266	0	306	90



UNIQUE KEY OF ENTRY

The sign to the left of the main doors indicates that you need to insert the **stone sword** in order to enter Rydon's Tower. You can obtain the stone sword from a stonemason residing in Arcadia, but only after certain events have transpired there.



Use the stone sword to gain access to Rydon's Tower.

Map

A on pg. 82

START

MAP KEY

- Treasure chest
- Treasure chest, requires magic key

ATLAS

ARCADIA
REGION

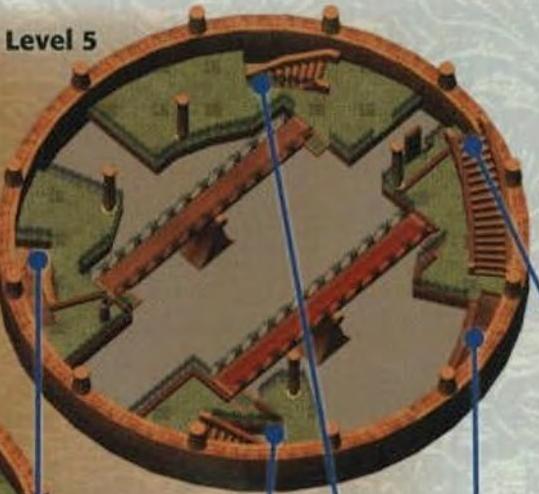
SEESAW BRIDGES

Stepping onto the central bridge causes it to rock under the party's weight. Pause until the bridge tilts, then run across the sloping path. The bridge tilts again when the characters move just past the halfway point. Remember that your weight tilts the bridges within Rydon's Tower, and that your weight can also hold them in place...

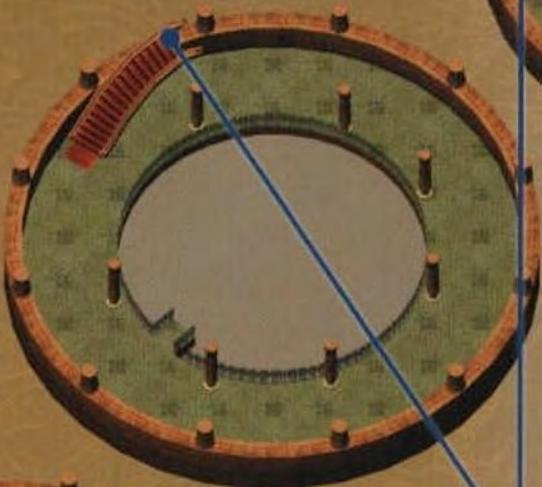


The bridges in Rydon's Tower tilt like seesaws under the weight of the party and certain stone statues.

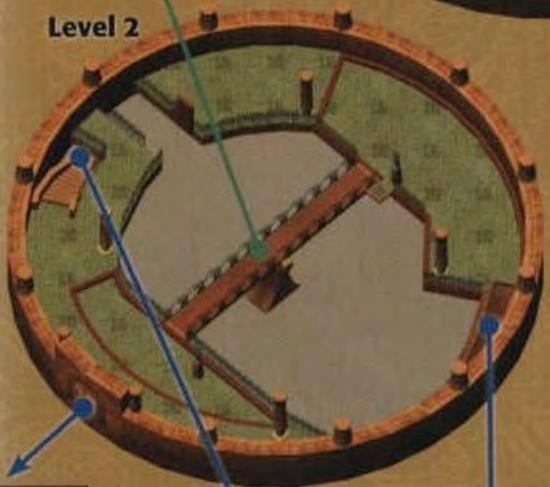
Level 5



Level 3



Level 2

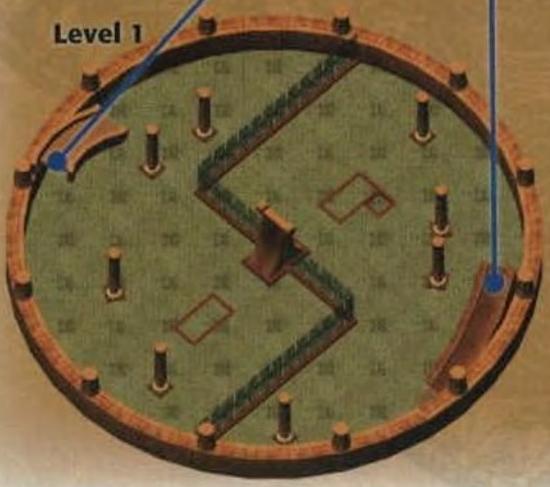


A on pg. 81

Level 4



Level 1



STATUE-RAISING RAMPS

If you move a heavy object such as a statue onto the small square platform at the bottom of certain ramps, such as the one on Level 4, you can move the statue between levels. This way, you can use the weighted object to tilt a bridge on the level above.



When you move the statues onto the small squares at the bottom of mechanical ramps, the balancing weight is transported to the level above.

THE MAIN RAMP

After you've traversed the many levels of the tower, it should become obvious that the ramp with the red carpeting on Level 8 is the main ramp. However, if you can manage to tilt the other ramp on this level before working on the red-carpeted bridge, you should be able to reach the rare recovery ring on Level 9.



To reach level 9F and the top levels of the tower, pull statues off the red-carpeted tilting bridge on level 8F.

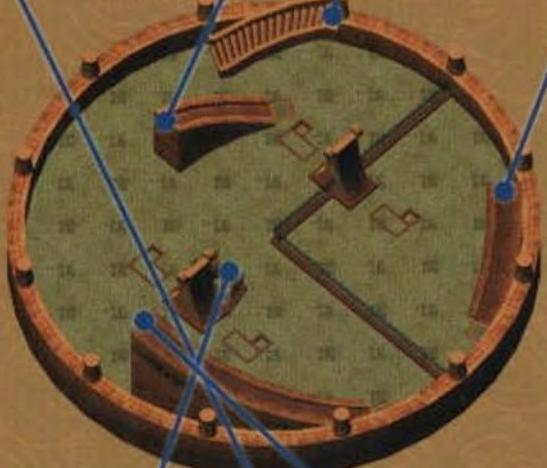
Level 11



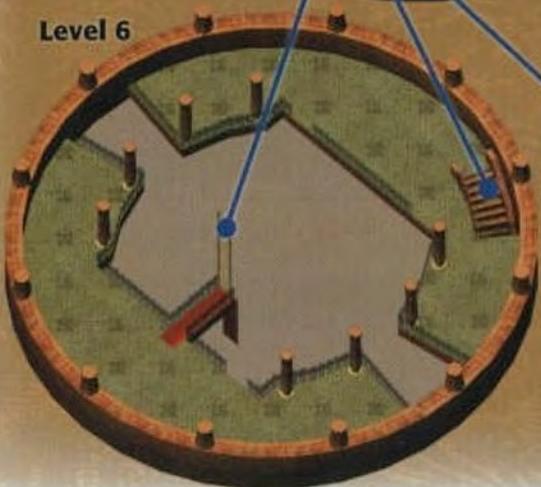
Level 8



Level 7



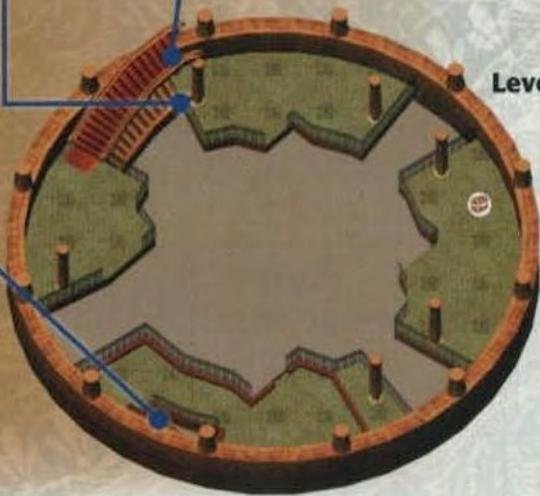
Level 6



Level 10



Level 9



ATLAS

ARCADIA
REGION

BLIZZARD PEAKS

WORLD MAPS

MAP KEY

- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

ITEMS FOUND

- Mini medal
- Special antidote
- Special medicine
- Mini medal
- Yggdrasil leaf
- Agility ring
- Holy silver rapier
- Mini medal
- Important Item
- Ultimate key
- Nook grass x4*

*Obtain from character located either at Marta's Cottage or in Orkutsk town.

MONSTER APPEARANCES

NORTH AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
160	Freeze fly	126	30	160	36
165	Ice queen	221	0	186	56
166	Abominape	186	0	202	24
168	Killing machine	165	0	315	58

SOUTH AREA—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
165	Ice queen	221	0	186	56
166	Abominape	186	0	202	24
168	Killing machine	165	0	315	58
172	Frost wyvine	286	30	326	62

INFAMOUS MONSTERS



Cold Fire



Roboster Mk I



Big Blizzard



Attack Bot Mk II



MARTA'S COTTAGE

When you enter the frozen Blizzard Peaks, the party is buried under an avalanche, only to be rescued by a nice old lady named Marta and her faithful dog Boris. After awakening at Marta's Cottage, head upstairs to speak with Marta and the rest of your party seated around the table. Before leaving, check out the ancient shrine behind Marta's house.



Marta

If you go down the mountain and go to the north, you will come to a town called Orkutsk. Maybe someone will know something there.

Marta proves to be extremely knowledgeable and helpful to the party just after they enter the dangerous Blizzard Peaks.

NORTH AREA—DAY

NO.	NAME	HP	MP	EXP	GOLD
158	Dead ringer	124	20	68	12
162	Frostburn	113	10	199	16

NORTH AREA—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
163	Hellhound	166	0	108	26

SOUTH AREA—DAY

NO.	NAME	HP	MP	EXP	GOLD
158	Dead ringer	124	20	68	12
162	Frostburn	113	10	199	16

SOUTH AREA—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
169	Icikiller	198	24	221	78

ORKUTSK

Recommended Level: 31

AREA MAPS



ITEMS FOUND

Amor seco essence	Wing of bat
Mini medal	Ruby of protection
Rockbomb shard	Chimaera wing
Seed of defence	Chilly cheese
Mini medal	Mini medal
Mini medal	Edged boomerang
Magic water	?? Nook grass x4*

*From character located either here or at Mordis' Cottage.

ITEM SHOP LIST

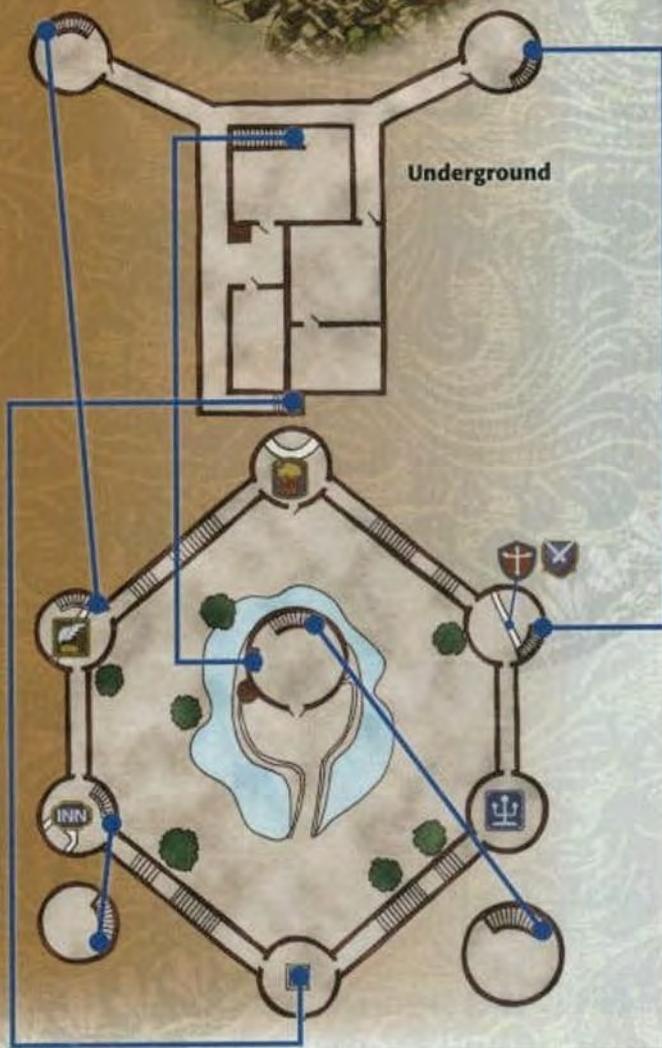
ITEM	COST (G)
Medicinal herb	8G
Antidotal herb	10G
Holy water	20G
Chimaera wing	25G
Amor seco essence	120G

WEAPON SHOP LIST (NIGHT)

WEAPON	COST (G)	EQUIP ON
Swallowtail	6800G	Hero
Falcon knife	7700G	Jessica
Spiked steel whip	8300G	Jessica
Dragonbane	11000G	Hero, *Jessica (knife skill)
King axe	17000G	Yanguus

ARMOUR SHOP LIST (DAY)

ARMOUR	COST (G)	EQUIP ON
Velvet cape	9400G	Angelo
Dragon mail	12000G	Hero, Yanguus
Dragon shield	6900G	Hero, Yanguus
Ice shield	8500G	Hero, Angelo
Iron headgear	5500G	Hero, Yanguus



ATLAS

BLIZZARD PEAKS

NOTEWORTHY LOCALS



Marek

Although the local herb doctor isn't a native of the Orkutsk community, the citizens deeply respect him and have come to depend on his homeopathic

remedies for their wellbeing in this frigid region. When he's not busy at work in his underground apartment and lab, he often leaves on expeditions to a nearby grotto where he tends to his herb garden.

WINTRY ABODE

The town of Orkutsk is entirely enclosed, to protect its inhabitants from the harsh climate. From the pub, visitors may head through an exit to the center of the town, where the mayor's mansion is located. Within the mayor's mansion is a stairway that leads down to the warm underground level of Orkutsk, with the citizens' living quarters. Until the collapsed man can be removed from the top of the stairwell near the town's entrance, this is the only route that allows you to reach the lower levels of Orkutsk.



Speak to the mayor of Orkutsk in the central inn to learn of Marek's whereabouts.

HERB GROTTO

Recommended Level: 32

ITEMS FOUND

- | | |
|--------------|-----------------|
| Mini medal | Herb Grotto map |
| Rose-wort | 100 gold coins |
| Rose-root | 2100 gold coins |
| Mini medal | Devil's tail |
| Mini medal | Elfin elixir |
| Seed of life | Icicle dirk |

MONSTER APPEARANCES

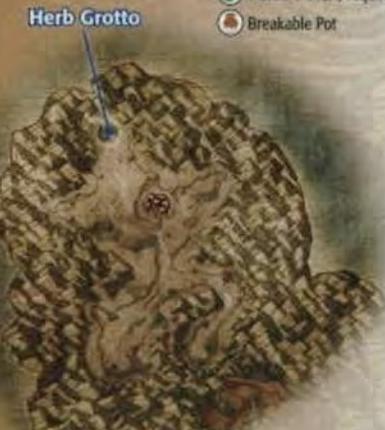
NO.	NAME	HP	MP	EXP	GOLD
160	Freeze fly	126	30	160	36
162	Frostburn	113	10	199	16
163	Hellhound	166	0	108	26
168	Killing machine	165	0	315	58
169	Icikiller	198	24	221	78
172	Frost wyvine	286	30	326	62



AREA MAPS

MAP KEY

- Treasure chest
- Treasure chest, requires thief's key
- Treasure chest, requires magic key
- Breakable Pot



ALCHEMY POT TIPS: THE ULTIMATE KEY AND THE ULTIMATE SWORD



With the ultimate key, you can finally unlock many doors and treasures you've passed on your travels. The alchemy pot can further enhance many of the powerful items you've found in those locations, but none as great as the rusty old sword found in Trodain Castle. That rusty old sword can transform into one of the game's most powerful swords with ingredients you might already have! Drop it into the alchemy pot along with the slime crown (from the well near the Hilltop Hut in Trodain) and a hunk of orichalcum (awarded by Princess Minnie for returning 83 mini medals) to create a **liquid metal sword** (Attack 118). This mighty blade is particularly effective against metal creatures.

Even if you don't have enough medals to obtain the orichalcum, you can still craft a number of top-class blades. Combine the double-edged sword (found in Minnie's Castle) with a pair of saint's ashes to lift the weapon's curse and create the **über double-edge** (Attack 76). Transform the dragonsbane into a **dragon slayer** (Attack 83) by combining it with a mighty armlet (a Monster Arena prize). Or craft a **blizzard blade** (Attack 90) out of the icicle dirk (found in the Herb Grotto), a bastard sword (sold in Arcadia), and a hunk of cold cheese.

RECIPE SUMMARIES

Dragon slayer = dragonsbane + mighty armlet

Über double-edge = double-edged sword + saint's ashes + saint's ashes

Blizzard blade = bastard sword + icicle dirk + cold cheese

Liquid metal sword = rusty old sword + slime crown + orichalcum

Level 1



SLIPPERY BRIDGE

Walk slowly across the ice bridge connecting the various upper portions of the initial cavern. By using the directional button, you can better control the onscreen character's movement speed and greatly reduce the likelihood of slipping off the bridge to the ground level.



Walk, don't run, across the ice bridge to avoid navigational setbacks.

ICICLE DROP

When the party passes the point where an icicle drips onto the cave floor, the frozen mass inexplicably crashes to the cave floor directly behind them. Although most of the time this serves no purpose except to startle you, it may be possible to form a makeshift ice bridge between disconnected areas in caves...



By causing icicles to fall in the caverns, you might be able to create a useful pathway.

ATLAS

BLIZZARD PEAKS

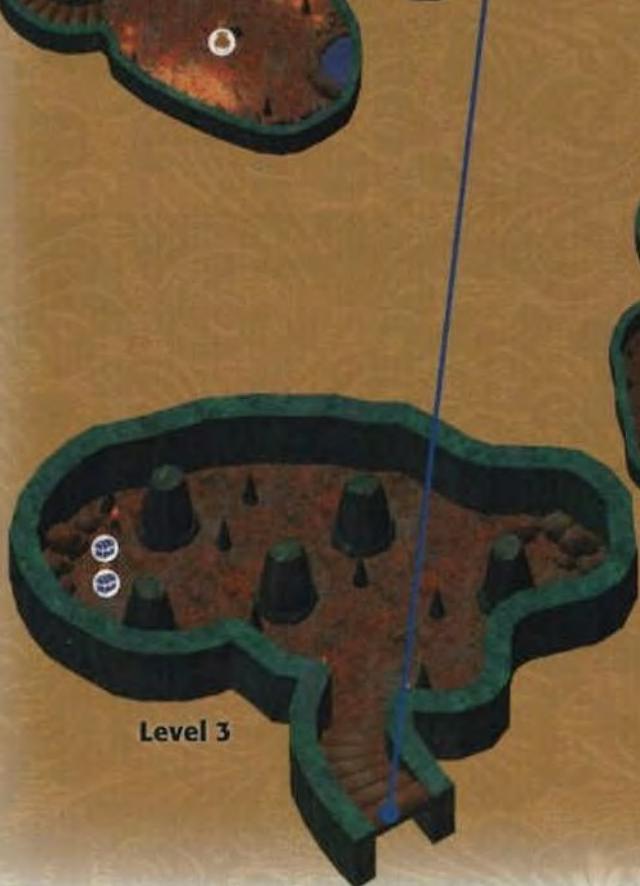
Level 2



Level 3



Level 3



Level 4



TRAPPED BEHIND AN ICE WALL

At first it may seem as if there's no way to get around the fallen icicles that block off the eastern branch of the cave. However, examine the icicles and you may come up with a clever idea. After that, explore the area to determine if an alternate route might be created somehow...



Examine the icicles blocking the right-hand portion of the cave to determine how to resolve the situation.

DESERT

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires magic key

ITEMS FOUND

- Dragon dung
- Dragon scale

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Chimaera wing	25G	N/A
Amor seco essence	120G	N/A
Dream blade	4700G	Hero, *Jessica (knife skill), Angelo

MONSTER APPEARANCES

DESERT—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
112	Iron scorpion	64	21	82	21
130	Lethal armour	145	20	124	52
144	Death scorpion	68	0	99	14
147	Dancing flame	98	0	143	14

INFAMOUS MONSTERS



Living Flame



Bone Racer



Living Torch

DESERT CHAPEL

Before proceeding further into the wasteland, stop off at the Desert Chapel to confess and save your progress. A cheaply priced inn allows the party to recuperate as often as needed, and a merchant behind a counter sells items. Speak to the person attending service to learn clues regarding an alchemy pot recipe.



Use the Desert Chapel to rest and save before attempting to explore the dangerous Desert.



DESERT WELLS

Several wells scattered all around the Desert provide more than just a cool, dark place to escape from the heat. Inside, you'll discover a faster means of travel around the desert area...



Check out the wells located around the desert. Perhaps travelling underground is a faster way to go?

DESERT—DAY

NO.	NAME	HP	MP	EXP	GOLD
73	Muddy hand	49	0	45	8

DESERT—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
134	Demonrider	126	0	131	37

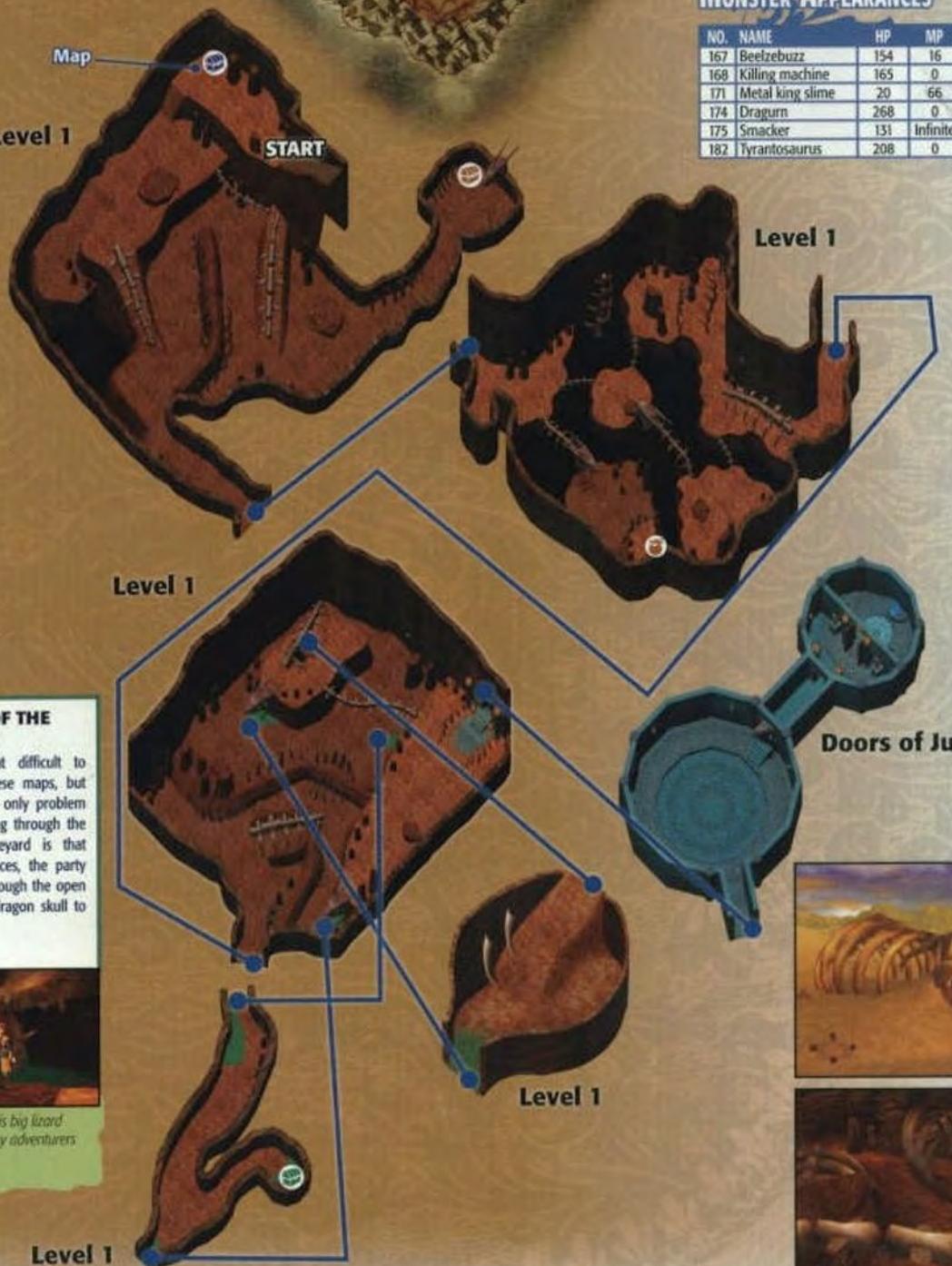
DRAGON GRAVEYARD

AREA MAPS

Recommended Level: 34

ITEMS FOUND

- Dragon Graveyard map
- Mini medal
- Dragon dung
- Dragon shield



MAP KEY

- Treasure chest
- Treasure chest, requires thief's key
- Treasure chest, requires magic key
- Item Bag

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
167	Beelzebuzz	154	16	165	21
168	Killing machine	165	0	315	58
171	Metal king slime	20	66	30010	240
174	Dragum	268	0	302	61
175	Smacker	131	Infinite	149	18
182	Tyrantosaurus	208	0	283	57

ATLAS

DESERT

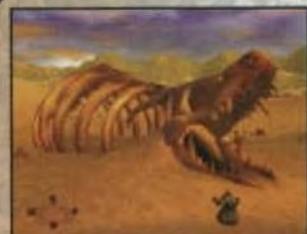
MOUTH OF THE DRAGON

It's somewhat difficult to depict on these maps, but note that the only problem with navigating through the Dragon Graveyard is that in two instances, the party must pass through the open mouth of a dragon skull to proceed.



Don't worry. This big lizard hasn't eaten any adventurers in ages!

Level 1



SAVELLA AREA

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires magic key

ITEMS FOUND

- | | |
|-----------------|---------------|
| Magic water | Seed of magic |
| Seed of defence | Fresh milk |
| Seed of life | |



MONSTER APPEARANCES

SAVELLA AREA—DAY

NO.	NAME	HP	MP	EXP	GOLD
121	Magic dumbbell	78	14	41	9
127	Bulldozer	131	0	117	31
134	Demonrider	126	0	131	37
141	Silenus	131	0	113	38
142	Robo-robin	99	99	96	43

SAVELLA AREA—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
100	Night emperor	100	0	93	46
104	Skeleton soldier	94	12	93	26
129	Shade	86	0	78	14
132	Hoodlum	123	0	106	32
135	Killer moth	84	8	116	14

SWEET BIRDSONG

Cows aren't the only animals providing items on the holy island of Savella. Certain birds in the central and northwest portions of Savella also give up items when "spoken" to. The only problem is being nimble enough to catch up to these evasive little critters!



Speak with birds feeding from the grass alongside the roads in the Savella Area to obtain useful items.

SAVELLA CATHEDRAL

Recommended Level: 35

AREA MAPS



ITEMS FOUND

- Mini medal
- Seed of wisdom
- ?? Dragon slayer recipe

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Holy water	20G	N/A
Chimaera wing	25G	N/A
Moonwort bulb	30G	N/A
Gold rosary	500G	Hero, Yangus, Jessica, Angelo

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Steel scythe	3700G	Yangus
Eagle dagger	3900G	Jessica
Partisan	4400G	Hero
Holy silver rapier	6600G	Angelo

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Full plate armour	2300G	Hero
Silver mail	4300G	Hero, Angelo
Magic vestment	4400G	Jessica, Angelo
Steel shield	2500G	Hero, Yangus
Iron mask	3500G	Hero, Yangus

RELIGIOUS HUB

Aside from the massive Goddess statue on the Holy Isle of Neos, Savella Cathedral is one of the largest and most gorgeous monuments to faith in the world. People from all walks of life come to Savella to kneel on the steps and pray to the Goddess for guidance, divination, and deliverance from evil. The people here know a great deal about the world, including hidden locations where you might not have thought to look.



MAP KEY

- | | |
|---------------|-------------|
| ● Inn | ■ Item Shop |
| ✚ Armour Shop | ■ Church |
| ◆ Weapon Shop | |



* : I was sailin' down a river in the Eastern Continent when I saw this really weird cave under a bridge! What a find!

Speak to the pilgrims visiting Savella Cathedral to find out where to start the journey to find a hidden world...

ATLAS

SAVELLA AREA

PIRATE'S COVE (FAREBURY REGION)

Recommended Level: 35

ITEMS FOUND

- | | |
|-------------------|----------------|
| 790 gold coins | Seed of magic |
| Mini medal | Rock salt |
| Magic water | Hades helm |
| Pirate's Cove map | Bone shield |
| Mini medal | Mini medal |
| Mini medal | Important item |



AREA MAPS

MAP KEY

- | |
|---------------------------------------|
| Treasure Chest |
| Treasure Chest, requires ultimate key |
| Breakable Pot |
| Breakable Barrel |

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
120	Mimic	144	Infinite	128	72
175	Smacker	131	Infinite	149	18
176	Zombie gladiator	180	16	283	71
183	Demon thunderer	179	0	250	48
238	Man o' war	35	0	23	12
240	King kelp	86	8	56	16
245	Crayzee	91	16	94	25
255	Merking	196	32	278	54
257	Octavian pirate	205	16	290	63
258	Riptide	235	13	331	113



Level 1



LOCKED ENTRANCE

You cannot enter the Pirate's Cove unless you have the **ultimate key**. Use it to unlock the gate near the docking point.



Use the ultimate key to unlock the entrance to the dungeon beneath Pirate's Cove.

SLUICE

A sluice gate on Level 4 allows you to drain water, but from what?



What could this possibly accomplish? Nothing on this level, but perhaps on another...

Level 2



DEAD END

When you're searching for some way past the pirate's "study," search the bookshelves against the wall for some ancient volume that might hint at how to proceed.



It's the diary of a Simpletonian.
Check the bookshelves for a very important clue on how to find a hidden door in the room, as well as an alchemy pot recipe.

Level 3



ATLAS

SAVELLA AREA

Level 4



DROWNING LADDER

The ladder secured to the inside wall of the water tank may indicate that the old pirates had some secret route through the center of the large room. But how do you drain the pool?



The ladder in the water tank is a clear indication that you could climb from Level 3 to Level 4, if only the path was a bit drier.

ISOLATED PLATEAU

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires ultimate key

ITEMS FOUND

- Fresh milk x6
- Lesser panacea
- Mini medal
- Mighty armlet
- Magical mace
- Ellin elixir

INFAMOUS MONSTERS



Puppet
Pugilist

Gigantes
Guardsman

Ochre Ogre

Slime
Designer

ENIGMA IN STONE

A strange monument stands on the highest hill near the center of Empyccchu. Being so high and so large, perhaps it's a beacon to some force from above?



Speak to the residents of the nearby town to learn the history and function of this strange monument.



MONSTER APPEARANCES

WEST AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
173	Elysium bird	173	32	163	43
176	Zombie gladiator	180	16	283	71

WEST AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
174	Dragurn	268	0	302	61
179	Mucho macho	316	24	318	51
188	War gryphon	249	20	305	59
190	Heligator	512	0	617	138

WEST AREA—FOREST—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
164	Troll	423	0	210	46
173	Elysium bird	173	32	163	43
175	Smacker	131	Infinite	149	18
177	Stone golem	278	0	340	38
182	Tyrantosaurus	208	0	283	57
188	War gryphon	249	20	305	59

EAST AREA—FIELD—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
173	Elysium bird	173	32	163	43
176	Zombie gladiator	180	16	283	71

EAST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
4	Dracky	10	0	2	3
175	Smacker	131	Infinite	149	18
183	Demon thunderer	179	0	250	48
186	Grim rider	236	9	304	72

WEST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
4	Dracky	10	0	2	3
175	Smacker	131	Infinite	149	18
183	Demon thunderer	179	0	250	48
186	Grim rider	236	9	304	72

EAST AREA—FIELD—DAY

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
179	Mucho macho	316	24	318	51
182	Tyrantosaurus	208	0	283	57
188	War gryphon	249	20	305	59
190	Heligator	512	0	617	138

EAST AREA—FIELD—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
164	Troll	423	0	210	46
175	Smacker	131	Infinite	149	18
177	Stone golem	278	0	340	38
182	Tyrantosaurus	208	0	283	57
188	War gryphon	249	20	305	59

THE FLYING SHADOW

By chance, usually after visiting with the local population, the heroes might encounter a massive shadow floating across the ground near the center of Empyccchu. But looking up into the sky, there does not seem to be anything that could create the shadow. Is the shadow perhaps trying to lead you somewhere?



ATLAS

ISOLATED PLATEAU

EMPYCCHU

Recommended Level: 36



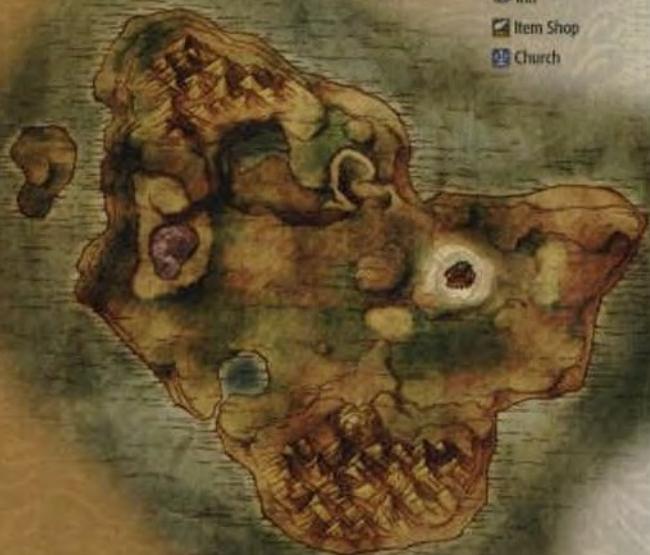
ITEMS FOUND

- | | |
|------------------|------------------|
| Seed of strength | Rock salt |
| Red mould | Rennet powder |
| Waterweed mould | Fresh milk |
| Mini medal | Mini medal |
| Mini medal | Fur poncho |
| Seed of skill | Special medicine |
| Chimaera wing | |

AREA MAPS

MAP KEY

- Inn
- Item Shop
- Church



TRADING POST SHOP LIST

ITEM	COST (G)	EQUIP ON
Holy water	20G	N/A
Magical mace	9000G	Jessica, Angelo
Mercury's rapier	10500G	Angelo
Bandit mail	13000G	Yanguus
Flame shield	7100G	Yanguus, Jessica
Mythril helm	13300G	Hero, Angelo



NOTEWORTHY LOCALS



Chief

The village chief is the eldest and wisest member of the tribe that inhabits this region, therefore, the one person who the party can speak to about

recent events in this area without hearing a bunch of superstition. The chief knows a great deal that the heroes need to learn if they have any hope of flying.

ISOLATED SOULS

The residents of Empycchu are extremely primitive descendants of people who have been shipwrecked on this mysterious island over the centuries. Some of the denizens arrived more recently, such as a peddler who has set up shop in one of the eastern huts, and a wandering priest who wound up spreading the good word here entirely by accident.



* : It was so rare to see her shadow, so rare for us. But recently, we see her shadow more and more often.

The people of Empycchu may be primitive, but they know a great deal about some of the more mysterious features of the island.



ALCHEMY POT TIPS: ALCHEMY IN THE LOST WORLD

Although you're far from civilisation, the ingredients you need to enhance many items sold in Empycchu are probably already available. Certainly, fresh milk is available, and there should be a cowpat to spare. These ingredients combine with a mythril helm to create a slightly stronger **raging bull helm** (Defence 42).

Good armour for Jessica is hard to come by. You can make a relatively strong **magical skirt** (Defence 55) by buying a magical mace (or finding one elsewhere on the island) and dropping it into the pot along with a magical hat and a bandit's grass skirt.

Swallowtails aren't cheap, but if you've already purchased one in Arcadia or Orkutsk, mix it with a flame shield (sold in Empycchu) to gain a 10-point boost in attack power with the **flametang boomerang** (Attack 63).

Nothing at the shop is worth much to Yangus. However, the mighty armlet found in a chest outside town is quite the gift for a hammer specialist. Mix this with a war hammer to upgrade to an **über war hammer** (Attack 69).

RECIPE SUMMARIES

Raging bull helm = mythril helm + fresh milk + cowpat

Magical skirt = magical mace + bandit's grass skirt + magical hat

Flametang boomerang = swallowtail + flame shield

Über war hammer = war hammer + mighty armlet

ATLAS

ISOLATED PLATEAU

WORLD OF DARKNESS

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires ultimate key

ITEMS FOUND

- Mini medal
- Devil's tail
- Iron headgear
- Seed of agility



MONSTER APPEARANCES

DARK EMPYCCHU—ANY TIME					
NO.	NAME	HP	MP	EXP	GOLD
161	Dark slime	97	16	87	12
170	Shadow	154	0	216	14
178	Dark condor	163	36	224	26
180	Dark skeleton	240	0	304	31
181	Dark macarbour	334	0	333	56
187	Dark sea-diva	236	25	287	61
189	Dark turkey	214	12	309	75
194	Darkodile	593	0	637	138



DARK EMPYCCHU

Recommended Level: 37



AREA MAPS

MAP KEY

- Inn
- Item Shop
- Church



ATLAS

WORLD OF DARKNESS

ITEMS FOUND

	Seed of magic
	Rock salt
	Mini medal
	180 gold coins
	Cowpat
	Mini medal
	Cold cheese
	Premium mould
	Fresh milk
	Mini medal
	Special antidote

TRADING POST SHOP LIST

ITEM	COST (G)	EQUIP. ON
Holy water	20G	N/A
Magical mace	9000G	Jessica, Angelo
Mercury's rapier	10500G	Angelo
Bandit mail	13000G	Yangus
Flame shield	710G	Yangus, Jessica
Mythril helm	13300G	Hero, Angelo



SHADOW WORLD

The reaction of the townsfolk to the appearance of the colorful heroes in this eerily dark world is that of shock and awe. But even in the middle of the commotion, one thing that's immediately apparent is that everything in the light version of Empycchu has a mirror double here. After taking another stroll around the village to gather items and learn clues from the locals, speak to the shadowy double of the chief in the largest hut to learn about this place and its connection to the heroes' journey.



Speak to this dark world's version of the chief to understand what the characters can do to escape from this colorless situation.



As found in the heroes' home world, a strange stone structure stands in the center of the island. What will happen as the characters approach this mirror-image landmark?

GODBIRD'S EYRIE (DARK) AREA MAPS

Recommended Level: 37

ITEMS FOUND

- Godbird's Eyrie map
- Gold nugget
- Ring of truth
- Demon whip
- Saint's ashes
- ?? Important item

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
161	Dark slime	97	16	87	12
170	Shadow	154	0	216	14
178	Dark condor	163	36	224	26
180	Dark skeleton	240	0	304	31
184	Dark star	236	12	301	66
185	Dark minister	193	16	316	101
187	Dark sea-diva	236	25	287	61
189	Dark turkey	214	12	309	73
191	Dark dullahan	292	0	326	138
194	Darkodile	593	0	637	138

MAP KEY

- Treasure Chest
- Treasure Chest, requires ultimate key



Side A



Level 1

Map

A on pg. 100

B on pg. 100

C on pg. 100

E on pg. 100

Level 3

Level 2

D on pg. 100

ATLAS

WORLD OF DARKNESS

Level 4

F on pg. 100

I on pg. 100

N on pg. 100

Level 5

K on pg. 100

Level 5

AREAS ACCESSIBLE BY AIR

WORLD MAPS

MAP KEY

- Breakable Pot
- Treasure Chest
- Treasure Chest, requires ultimate key



MONSTER APPEARANCES

AREAS ACCESSIBLE BY AIR GENERAL—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
173	Elysium bird	173	32	163	43
196	Bloody hand	192	0	146	17

AREAS ACCESSIBLE BY AIR GENERAL—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
84	Liquid metal slime	8	Infinite	10050	18
100	Night emperor	100	0	93	46
192	Killer croaker	183	14	166	16

AREAS ACCESSIBLE BY AIR GENERAL—DAY

NO.	NAME	HP	MP	EXP	GOLD
2	Candy cat	10	0	2	2
110	Gold golem	120	0	54	726
116	Bomboulder	115	10	111	11
188	War gryphon	249	20	305	59
193	High roller	284	28	245	87
195	Cyclops	482	0	443	69

REACHING HIGHER GROUND

By following the natural course of events and clearing dungeon after dungeon up to this point, it comes to pass that the heroes become capable of flight. This new ability allows you to land in areas that were previously inaccessible. By landing in these areas, you can gain new items and learn new clues regarding the growing threat and the history surrounding it. While soaring through the skies, look for vapory clouds hanging in the air above certain areas. Despite their uninviting appearance, you may be able to land and explore these areas.

EGEUS' TABLET

Recommended Level: 38

AREA MAPS

ITEMS FOUND

- Yggdrasil leaf
- Mini medal
- Mini medal

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
116	Bomboulder	115	10	111	11
173	Elysium bird	173	32	163	43
188	War gryphon	249	20	305	59
190	Heligator	512	0	617	138
197	Snapdragon	436	30	356	63



A LONELY SHRINE

The friendly monsters in the field provide valuable clues. They tell you about the engraving in the sheltered area, as well as an item hidden in the sandy area surrounding the water near the tablet.



ATLAS

AREAS
ACCESSIBLE
BY AIR



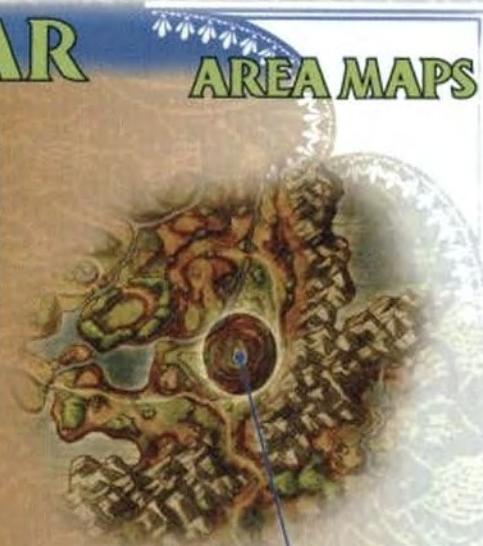
* : She buries everything she collects in the sand.

Speak to the friendly monsters to learn why they dwell in this mysterious location.

MYSTERIOUS ALTAR

Recommended Level: 38

AREA MAPS



Mysterious
Altar



SHRINE TO A DRAGON GOD

This amazing structure is atop a mountain east of Chateau Felix. The origin and function of this place is completely unknown. There's a statue of a dragon perched over the stone marker as if it were protecting it. Who built this place and for what reason?



There is nothing written on the stone marker

The character notices that the monument is not marked. Perhaps markings might become clearer at some later time...

HIGHPLACE ON NORTHWEST ISLE

AREA MAPS

Recommended Level: 38

INFAMOUS MONSTERS



Shadow Conductor



Troll Patroller



Stonemason

ITEMS FOUND



Ruinous shield



Highplace on
Northwest Isle



ATLAS

AREAS
ACCESSIBLE
BY AIR

HILL ON ARGONIA'S WESTERN BORDER

AREA MAPS

Recommended Level: 38



ITEMS FOUND



Flametang boomerang



Hill on Argonia's
Western Border



MOUNTAIN OVERLOOKING DESERT

AREA MAPS

Recommended Level: 38

INFAMOUS MONSTERS



Killer Director

ITEMS FOUND

- Mini medal
- Ogre shield

Mountain Overlooking Desert



EMPYCCHU'S SOUTH RISE

AREA MAPS

Recommended Level: 38

INFAMOUS MONSTERS



Metal Babble



Shadow Conductor

ITEMS FOUND

- Skull helm

Empycchu's South Rise



HIGHPLACE NEAR NEOS

AREA MAPS

Recommended Level: 38



ATLAS

AREAS
ACCESSIBLE
BY AIR



ASCANTHA LAKE ISLAND

AREA MAPS

Recommended Level: 38

INFAMOUS MONSTERS



ITEMS FOUND

Yggdrasil dew



HOWLWIND HILL

Recommended Level: 38

AREA MAPS

ITEMS FOUND

Conqueror's axe

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
1	Slime	7	0	1	1
8	She-slime	18	0	8	6
12	Bubble slime	20	0	5	7
21	Healslime	24	12	18	13
36	Metal slime	4	Infinite	1350	5
66	Cureslime	54	20	70	11
84	Liquid metal slime	8	Infinite	10050	18
111	King slime	210	25	110	51
131	King cureslime	180	Infinite	136	16
171	Metal king slime	20	66	30010	240



Howlwind Hill



ALCHEMY POT TIPS: SOMETIMES A CURSE IS A BLESSING

The **Godbird's soulstone** enables the party to fly to the unreachable hills and cliffs of many familiar areas. Although the items on these high grounds may not seem fantastic at first, many are ingredients in recipes that generate some of the game's most powerful items.

The skull helm, found in the bluffs of Empycchu, is one such item. Purify it with saint's ashes to make a **sun crown** (Defence 52). But that's only the first step. Then mix the crown with a tough guy tattoo and a magic beast hide to create a **timbrel of tension**, a stunningly powerful combat item that when used in battle raises everyone's tension.

The ruinous shield found near the Dark Ruins is also cursed, and combining it with a standard dose of saint's ashes is not enough to purify it. Some orichalcum must also be thrown in, and the resulting item is the most powerful shield in the game, the **metal king shield** (Defence 65). If you don't have any orichalcum, find a piece in the Godbird's Eyrie located in the World of Light.

RECIPE SUMMARIES

Sun crown = skull helm + saint's ashes

Timbrel of tension = sun crown + tough guy tattoo + magic beast hide

Metal king shield = ruinous shield + orichalcum + saint's ashes

GODBIRD'S EYRIE

Recommended Level: 38

AREA MAPS

ITEMS FOUND

- | | |
|-------------|-------------|
| Mini medal | Dragon dung |
| Gold nugget | Orichalcum |
| Mini medal | |



MAP KEY

- | |
|---------------------------------------|
| Treasure Chest |
| Treasure Chest, requires ultimate key |

MONSTER APPEARANCES

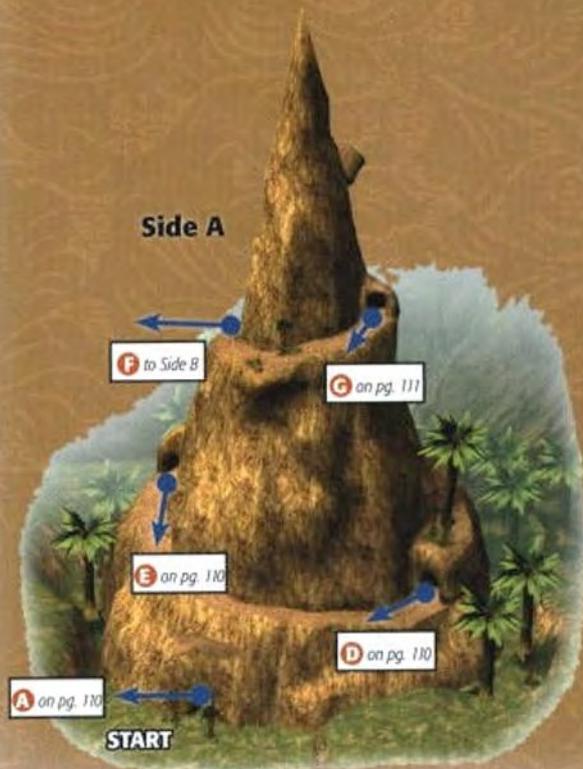
NO.	NAME	HP	MP	EXP	GOLD
4	Dracky	10	0	2	3
84	Liquid metal slime	8	Infinite	10050	18
173	Elysium bird	173	32	163	43
174	Dragurn	268	0	302	61
175	Smacker	131	Infinite	149	18
176	Zombie gladiator	180	16	283	71
177	Stone golem	278	0	340	38
179	Mucho macho	316	24	318	51
182	Tyrantosaurus	208	0	283	57
183	Demon thunderer	179	0	250	48
186	Grim rider	236	9	304	72
192	Killer croaker	183	14	166	16
193	High roller	284	28	245	87
196	Bloody hand	192	0	146	17

ATLAS

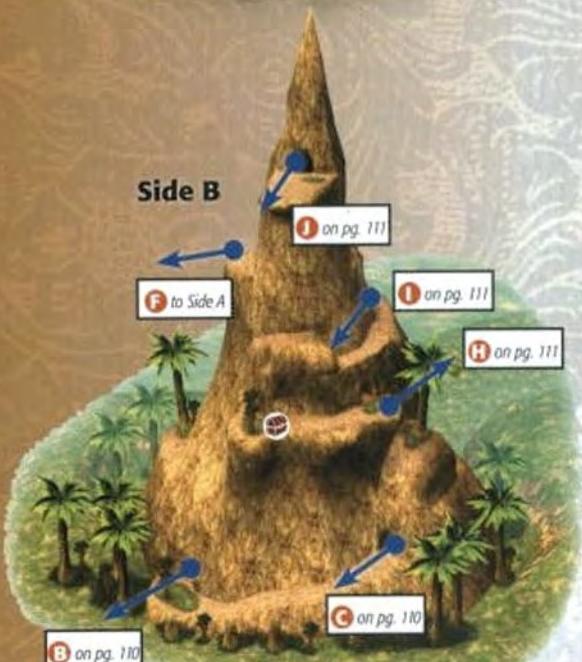
AREAS ACCESSIBLE BY AIR

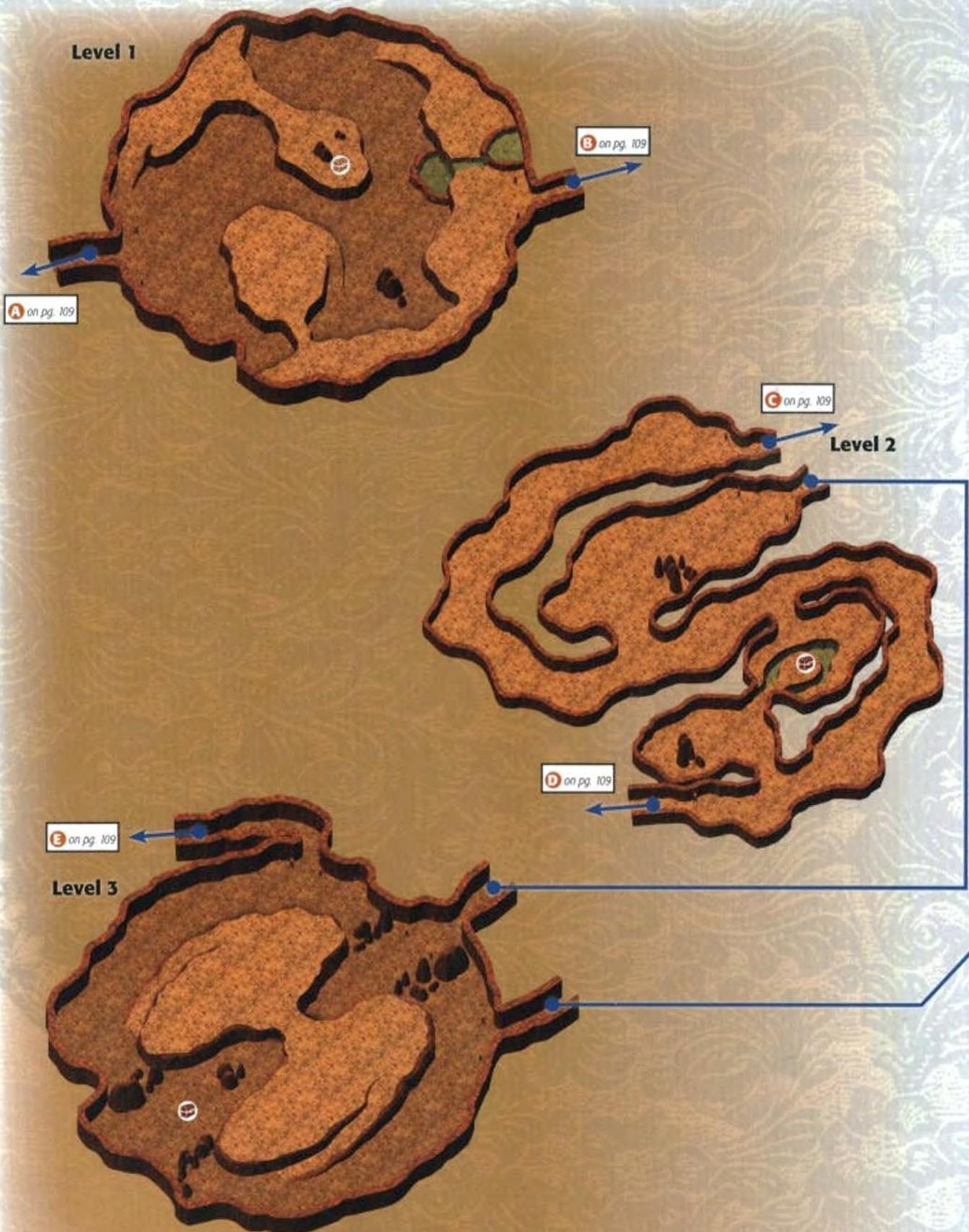


Side A



Side B





Level 4

H on pg. 109

I on pg. 109

ATLAS

**AREAS
ACCESSIBLE
BY AIR**

Level 5

J on pg. 109

Level 5

G on pg. 109

UNTRODDEN GROVES

WORLD MAPS

MAP KEY

Treasure Chest, requires ultimate key

ITEMS FOUND

- Fresh milk x2
- Super spicy cheese
- Mini medal

INFAMOUS MONSTERS



Arch-archdemon



Big Blue Bully



MONSTER APPEARANCES

UNTRODDEN GROVES—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
161	Dark slime	97	16	87	12
171	Metal slime king	20	66	30010	240
184	Dark star	236	12	301	66
192	Killer croaker	183	14	166	16
193	High roller	284	28	245	87
195	Cyclops	482	0	443	69
196	Bloody hand	192	0	146	17
197	Snapdragon	436	30	356	63
198	Buffalogre	360	0	363	120
199	Mohawker	344	35	318	160
203	Claws	283	0	386	73
206	Fowlfighter	285	Infinite	376	60



TRYAN GULLY

Recommended Level: 38



ITEMS FOUND

	Mini medal
	Elfin elixir
	Slime crown
	Premium mould
	Seed of defence
	Yggdrasil dew
	Mini medal
	Staff of antimagic
	Important item

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Dragonsbane	11000G	Hero, *Jessica (knife skill)
King axe	17000G	Yangus
Blizzard blade	21000G	Hero, *Jessica (knife skill)
Great bow	28000G	Angelo
Heavy hatchet	29000G	Yangus
Staff of resurrection	45000G	Jessica, Angelo

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Gigant armour	18000G	Yangus
Mirror armour	21000G	Hero, Angelo
Mirror shield	15000G	Hero, Angelo
Power shield	18000G	Hero, Yangus, Angelo
Thinking cap	13000G	Jessica, Angelo
Great helm	16000G	Hero, Yangus



AREA MAPS

MAP KEY

- Inn
- Item Shop
- Pub
- Gold Bank
- Armour Shop
- Weapon Shop
- Church

ATLAS

UNTRODDEN
GROVES



NOTEWORTHY LOCALS



Raya

An elf maiden, Raya is one of the first creatures rescued by one of the great sages and brought to Tryan Gully to live in harmony with humans and

monsters. Although she's not the leader of the community in any official way, the other residents here certainly look up to her.

TRODE'S RELIEF

Finally, a place where poor King Trode can show his hideous face without concern! Speak with the monster just outside town, as well as the bartender, to learn all there is to know about the Tryan Gully community, and why Trode should be extremely happy here. The monsters are very capable of crafting amazing weapons and equipment, so visit all the shops and purchase whatever is affordable. Then proceed across the bridge and into the small shrine to speak with Raya, Drang, and a gigantes, who are some of the co-founders of this enlightened brotherhood.



While exploring the town, note the locked treasure room in the cave below the shops. Perhaps you should speak to someone about unlocking it...



ALCHEMY POT TIPS: A FEW FINAL CONCOCTIONS

Time to make a new bow for Angelo in the alchemy pot! Purchase the great bow from Tryan Gully's shop. In spite of its fabulosity, do not equip it. Instead, combine it in the alchemy pot with Eros' bow and Cheiron's bow to form the awesomely powerful **Odin's bow** (Attack 125).

The mirror shield sold in Tryan Gully is risky to use, since it reflects even healing and status-boosting spells. Instead of equipping the mirror shield, drop it into the pot along with a white shield and a holy water to create a **saintess shield** (Defence 46) for Jessica. Next, purchase a thinking cap and mix it with a gold nugget and a silver tiara (sold in Argonia) to make Jessica a **golden tiara** (Defence 43).

Strong shields and helmets are helpful, but nothing matches a good suit of armour. Acquiring Jessica's best costume change requires a two-stage recipe. First, mix up a **shimmering dress** (Defence 67) by combining a spangled dress (found in Baccarat) with a gold bracer and a ruby of protection. Then mix the resulting shimmering dress with the dangerous bustier that Princess Minnie awards to travellers who collect 99 mini medals. The resultant **divine bustier** (Defence 105), with its high defence, ensures that Jessica will maintain her "VA-VA-VOOM!" for the remainder of the game.

RECIPE SUMMARIES

Odin's bow = Eros' bow + Cheiron's bow + great bow

Saintess shield = white shield + mirror shield + holy water

Golden tiara = silver tiara + thinking cap + gold nugget

Shimmering dress = spangled dress + gold bracer + ruby of protection

Divine bustier = dangerous bustier + shimmering dress

LORD HIGH PRIEST'S RESIDENCE (SAVELLA AREA)

AREA MAPS

Recommended Level: 38



ITEMS FOUND

- | | |
|--|--------------|
| | Mini medal |
| | Seed of life |
| | Sage's robe |
| | Mini medal |

ATLAS

UNTRODDEN GROVES



HOLY ISLE OF NEOS

WORLD MAPS

MAP KEY

- Treasure Chest
- Treasure Chest, requires magic key

ITEMS FOUND

- Magic water
- Agility ring

INFAMOUS MONSTERS



Goldbricker



Crazed Colossus



MONSTER APPEARANCES

NEOS ISLAND—ANY TIME

NO.	NAME	HP	MP	EXP	GOLD
108	Redtail hipster	103	0	92	36

NEOS ISLAND—DAY

NO.	NAME	HP	MP	EXP	GOLD
106	Tap devil	85	0	78	21
110	Gold golem	120	0	54	726
115	Volpone	107	24	102	43
118	Hades condor	102	16	99	22

NEOS ISLAND—NIGHT

NO.	NAME	HP	MP	EXP	GOLD
100	Night emperor	100	0	93	46
104	Skeleton soldier	94	12	93	26
107	Mushroom mage	81	10	75	13
113	Toxic zombie	116	0	75	17

NEOS

Recommended Level: 39



ITEMS FOUND

Seed of magic	Scholar's specs
Moonwort bulb	Spicy cheese
Holy water	Gold rosary
16 gold coins	Seed of skill
Chimaera wing	Templar Captain's ring
80 gold coins	

ITEM SHOP LIST

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Antidotal herb	10G	N/A
Holy water	20G	N/A
Chimaera wing	25G	N/A
Gold rosary	500G	Hero, Yanguis, Jessica, Angelo

ARMOUR SHOP LIST

ARMOUR	COST (G)	EQUIP ON
Full plate armour	2300G	Hero
Silver cuirass	3200G	Yanguis
Light shield	2250G	Hero, Yanguis, Jessica, Angelo
Steel shield	2500G	Hero, Yanguis
Iron mask	3500G	Hero, Yanguis

AREA MAPS

MAP KEY

- Inn
- Weapon Shop
- Armour Shop
- Item Shop



ATLAS

HOLY ISLE
OF NEOS



*TRADING POST SHOP LIST (APPEARS AFTER CERTAIN EVENTS)

ITEM	COST (G)	EQUIP ON
Medicinal herb	8G	N/A
Moonwort bulb	30G	N/A
Holy water	20G	N/A
Dream blade	4700G	Hero, *Jessica (knife skill), Angelo
Turtle shell	2300G	Yanguis
Cloak of evasion	3000G	Jessica, Angelo

WEAPON SHOP LIST

WEAPON	COST (G)	EQUIP ON
Edged boomerang	1360G	Hero
Chain whip	2200G	Jessica
Steel scythe	3700G	Yanguis
Dream blade	4700G	Hero, *Jessica (knife skill), Angelo
Holy silver rapier	6600G	Angelo



THE IMMENSE GODDESS SHRINE

The pilgrims visiting the holy island and its citizens, who profit from the tourism industry, are generally friendly and informative people, but no one on the island has enough clout to get the party past the Templars guarding the entrance to the shrine at the base of the stone Goddess statue. The only way the party can enter the shrine is when the public is admitted for some sort of special occasion.

Check out the view of the Goddess statue from the top of the guard tower near the entrance of town.

TROLLS' MAZE (???)

Recommended Level: 40

ITEMS FOUND

- Mini medal
- Hell sabre
- ?? Seed of strength x2
- ?? Seed of life x3

MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
131	King cureslime	180	Infinite	136	16
164	Troll	423	0	210	46
195	Cyclops	482	0	443	69
197	Snapdragon	436	30	356	63
204	Boss troll	780	0	426	56
232	Great troll	1010	0	679	68



AREA MAPS

MAP KEY

- Treasure chest
- Treasure chest, requires ultimate key



THROUGH THE LOOKING GLASS

This hidden dungeon is extremely easy to navigate. Proceed across the suspended platforms that form a path to the back room, where someone of prominence in politics can be heard begging for release. Speak to the monsters in this chamber to determine what can be done to resolve the situation.



The **hell sabre** found in the *Trolls' Maze* is an incredibly powerful, ready-to-wield weapon for Angelo.

BLACK CITADEL (???)

Recommended Level: 41



MONSTER APPEARANCES

NO.	NAME	HP	MP	EXP	GOLD
131	King cureslime	180	Infinite	136	16
171	Metal king slime	20	66	30010	240
200	Archdemon	348	45	418	62
201	Bobonga	443	0	376	66
202	Caped caperer	216	0	199	31
203	Claws	283	0	386	73
204	Boss troll	780	0	426	56
205	Mimic king	340	Infinite	402	71
206	Fowlfighter	285	Infinite	376	60
207	Dullahan	335	24	378	48
208	Gigantes	710	0	511	36
209	Frou-frou	510	0	396	57
210	Stone guardian	450	0	422	80
211	Wight priest	258	Infinite	398	57
212	Hell gladiator	276	0	416	94

AREA MAPS

MAP KEY

- Breakable barrel
- Breakable pot
- Cabinet/Wardrobe/Cupboard
- Treasure chest
- Treasure chest, requires ultimate key

ITEMS FOUND

Black Citadel map	Cured cheese	500 gold coins
Sage's stone	Icicle dirk	1200 gold coins
Dark robe	Orichalcum	Seed of defence
Premium mould	Hard cheese	Prayer ring
Rock salt	Yggdrasil leaf	Orichalcum
Seed of life	Saint's ashes	Silver shield



COLLAPSED STAIRS

Initially, getting around in the outdoor portion of the Black Citadel is difficult because certain stairways are collapsed, such as the central one leading from the lower level up to the mezzanine. In order to reach the switch that raises these stairs, the heroes must navigate and search through this massive citadel. However, raising these connecting paths makes it easier to navigate through the Black Citadel a second time, in case you find it necessary to leave and save your game or use the alchemy pot.



Collapsed stairways force the heroes to explore every twisting nook and cranny of the outdoor area, looking for a way to reach the top of the tower.

ATLAS

HOLY ISLE OF NEOS

MYSTERIOUS MESSAGE

Examine the frightening plaque at the bottom of the room. Although the meaning of the inscription may seem vague, keep it in mind while navigating the confusing lower levels of the Black Citadel.



The Lord of Darkness spoke to me. He said, when lost in the city of the spiral, you must never retrace your steps...

A message engraved in obsidian stone. Aid in the city of evil?

Level 1

Level 3

MECHANICAL LEVER

A lever on the upper level of the outdoor area stands near the edge of the balustrade. What good can come of moving the handle in such a dire place?

N on pg. 119



The lever on the level above the courtyard may be helpful, or not...

Level 2

M on pg. 119

A on pg. 119

L on pg. 119

G on pg. 119

H on pg. 119

B on pg. 119

121

Entrance Stairs

Level 5

Level 4

Level 3

Level 2

Level 1

GG on pg. 121

CRUCIAL POINT

Examine the dark engraving on the wall across from the entrance of this circular area to fully restore the party's HP and MP. This may be just the shot in the arm the party needs in order to surge forward to their final destiny!



The stone face fresco near the entrance of the downward spiral offers the party a boost before the crucial battle...

Spiral 1

GC on pg. 120

I on pg. 119

Spiral 2

Spiral 3

ATLAS

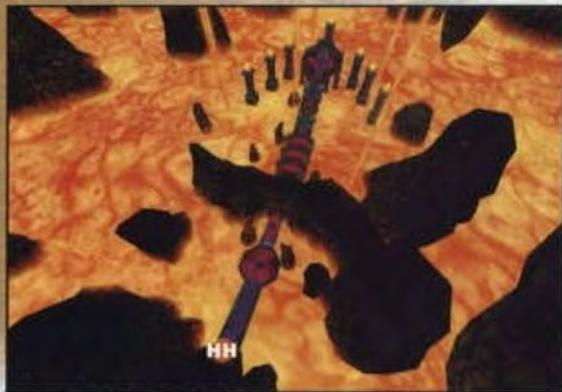
HOLY ISLE
OF NEOS

Spiral 4

Spiral 5

Spiral 6

Spiral 7



SIDE QUESTS

This chapter contains data and strategies for the many optional side quests and mini-games that you can experience alongside the game's primary quest. You can spend as much or as little time on these diversions as you like, or ignore them entirely. The challenges they offer are great, but those who succeed will be well rewarded.

MINI MEDAL COLLECTING

WHAT ARE MINI MEDALS?

There are small medals hidden throughout the game that can be found inside cabinets, treasure chests, and barrels. You can't use or sell them, but they do have a value on the tiny island kingdom that is home to Princess Minnie.

The more medals you deliver to Princess Minnie, the more rewards you can earn. You cannot purchase or find most of her rewards anywhere else, and many of them are quite powerful. Keep your eyes peeled for medals and return to her frequently!

MINI-MEDAL CHECKLIST

The following section contains a brief listing of the number of medals in their corresponding areas. Note that, in some cases, you will need to acquire an item first.

# OF MEDALS	AREA
1	FAREBURY
1	PEREGRIN QUAY
3	MAELLA ABBEY
1	SIMPLETON
2	RUINED ABBEY
3	ASCANTHA CASTLE
6	PICKHAM
3	RED'S DEN
3	SWORDSMAN'S LABYRINTH
1	HILLTOP HUT
5	TRODAIN CASTLE
1	MOLE HOLE
2	PRINCESS MINNIE'S CASTLE
1	SAVELLA CATHEDRAL
1	SEAVIEW CHURCH
6	BACCARAT
1	SEER'S RETREAT
8	ARGONIA
1	ROYAL HUNTING GROUND: HOUSE



# OF MEDALS	AREA
1	ROYAL HUNTING GROUND
2	DARK RUINS
1	DRAGON GRAVEYARD
8	ARCADIA
2	MARTA'S COTTAGE
4	ORKUTSK
3	HERB GROTTO
4	PIRATE'S COVE
3	EMPYCCHU
4	DARK EMPYCCHU
2	GODBIRD'S EYRIE
2	TRYAN GULLY
2	LORD HIGH PRIEST'S RESIDENCE
8	UNKNOWN...
1	TROLLS' MAZE
15	FIELD
1	WORLD OF DARKNESS
1	LE CLUB PUFF-PUFF

HUNTING FOR MEDALS

The medals are hidden in towns, dungeons, the field, and even homes and inns. With one exception, they are always inside a cabinet, a pot, a barrel, a hanging bag, or a treasure chest. There are 115 medals in all, but you only need to find 110 to get the final reward. Most of them are hidden in the towns, but nearly every major area has at least one. Use Yangus's Nose for Treasure (a skill learned when you assign 16 skill points to his Humanity skill set) to make finding them a little easier.



28 Medals

Fishnet stockings (accessory); defence: 8; equipped by Jessica



36 Medals

Posh waistcoat (armour); defence: 48; equipped by Angelo



45 Medals

Staff of divine wrath (staff); attack: 35, cast Swoosh when used in combat; equipped by Jessica, Angelo



52 Medals

Gold nugget (item); used in alchemy



60 Medals

Meteorite bracer (accessory); agility: +50; equipped by Hero, Yangus, Jessica, Angelo



68 Medals

Miracle sword (sword); attack: 80, restores user's HP; equipped by Hero, Jessica



75 Medals

Sacred armour (armour); defence: 84, regenerates wearer's HP; equipped by Hero, Angelo



83 Medals

Orichalcum (item); used in alchemy



90 Medals

Metal king helm (helmet); defence: 55, increases resistance to status effect spells; equipped by Hero, Yangus, Jessica, Angelo



99 Medals

Dangerous bustier; (armour); defence: 1, changes Jessica's appearance; equipped by Jessica



110 Medals

Flail of destruction (weapon); attack: 125, hits all enemies; equipped by Yangus

CASINO GAMES

You can play at a casino in Pickham as soon as you reach it. Stakes are low here, so it will take perseverance to win tokens to redeem for prizes. You can earn—or lose—tokens much more quickly at the high-stakes games in Baccarat, but that casino doesn't open until much later in the game.



Instead of gold coins, you gamble with tokens that can be purchased at either casino for 20 gold coins apiece. Win enough tokens and you can redeem them for prizes, which differ in each casino. You cannot sell the tokens back for gold. Later in the game, you can also earn tokens by completing a side quest in Baccarat.

PICKHAM CASINO



You can play at this casino at any time after you reach Pickham. It offers only one-token slot machines and a bingo counter, so the stakes are quite low. You must spend a lot of time at the slots—or get lucky at bingo—to earn enough tokens to claim this casino's top prizes.

BACCARAT



This casino has higher stakes and offers better prizes. However, you must first resolve the matter of Golding's estate for it to reopen, which isn't something you can do on your first visit to Baccarat. Once it reopens, you can earn money quickly by playing roulette or the 100-token slot machine.

The prizes for redemption in Pickham are:

The prizes for redemption in Baccarat are:



1000 Tokens

Prayer ring (accessory); defence: 5; restores MP when used; equipped by Hero, Yangus, Jessica, Angelo



3000 Tokens

Spangled dress (armour); defence: 46; equipped by Jessica



5000 Tokens

Saint's ashes (item); used in alchemy



10000 Tokens

Falcon blade (sword); attack: 37; attacks twice; equipped by Hero, Jessica, Angelo*



50000 Tokens

Liquid metal armour (armour); defence: 101, reduces spell damage; equipped by Hero, Yangus, Jessica, Angelo



200000 Tokens

Gringham whip (weapon); attack: 127, hits all enemies; equipped by Jessica

Side Quests

SLOT MACHINES

The slots in Pickham are single token machines only, while Baccarat hosts 10-token machines and even a 100-token machine! If you have enough tokens, you can make up to five bets per pull on any machine, allowing for three-of-a-kinds



on each of the three horizontal pay lines and two diagonal ones. You can continuously play the slots, betting all five lines each time, by pressing up on the directional button or the left analog stick repeatedly. This simple control scheme allows hardcore gamblers to keep the slots rolling while they focus their attention on other things.

All slot machines are not created equal. While their reels stop at random positions, the assortment of icons on their reels can encourage occasional large payoffs or frequent small ones. You will win less often on the long-shot machines, but the payoffs for winning will make up for it.

The Best Slots in Pickham

There are eight slot machines in Pickham, although some other person will be using the third machine from the left most of the time. He's welcome to it, as it has the worst odds of the bunch! But all the machines have the odds tilted in your favor by varying degrees. The fourth machine (starting from the left) is the best performer, offering nearly a 90% profit on your investment! Machines 5 through 7 are all quite profitable as well, around the 70% range.



Keep in mind, though, that these returns are over the *long term* and factor in the odds of scoring a 777 jackpot. Machine 4 offers the best chance of scoring a 777, and even then, the odds are 1:1543. If your goal is to slowly and safely build your stake, use machine 6 (starting from the left), which will return around 30 tokens gained for every 100 spent even when the odds of the top three jackpots are stripped out of the equation.

The Best Slots in Baccarat

Among the one-token slots on the left side of the room, the third machine offers fantastic odds, but they're heavily dependent on the 1:578 chance of scoring a 500x payoff. If you don't have a lot of tokens to play the slots, you'll get more reliable odds and a nice rate of return from machine 4. The 10-token slots on the right all offer roughly the same rate of return.



The 100-token slot in Baccarat is the ultimate long-shot machine. Its reels have seven sevens instead of the usual three or four. This means your odds of scoring a 1000:1 jackpot are approximately 1:772. That's an average return of nearly 30% on your investment before you add in the payoffs from all the other rows! When totaled, they add up to an average return of over 2 tokens for every one you put in. Of course, these are long-term gains and you'll need to spend a lot of money to exploit them. If you can only afford a few pulls, you're unlikely to get the 777 you need to come out ahead.

BINGO

Bingo is the highest-stakes game in Pickham, as you can wager 100 tokens per game. (In Baccarat, the limits are raised to 300.) The point of the bingo game is to score a bingo in any direction within 10 turns (the middle square is free). The sooner you do so, the higher the payoff! You have no control of the action once you make a wager, so just sit back and see what numbers the cureslime pulls!



Bingo doesn't offer great odds, but the potential payoffs can be huge early in the game. You may want to consider playing this game at the end of every play session; save your game, go and enter the maximum bet. If you don't come out ahead, you don't need to save your progress.

BINGO PAYOFF CHART

TURN	PAYOUT	ODDS
4 th	400x	.0004%
5 th	200x	.02%
6 th	100x	.07%
7 th	50x	2%
8 th	25x	4%
9 th	10x	7%
10 th	5x	12%

ROULETTE

The roulette table is for the real gamblers. You can lose a fortune in a flash, or earn a huge payoff. The maximum bet is 500 tokens and you can make as many bets as you want. The roulette table consists of 28 numbers. You can bet on any single number, split your bet between two or four adjacent numbers, bet on a column three or two adjacent columns of six, or bet on a row or square of nine numbers. You can also make a bet on odd, even, red, or blue.

But it all works out to the same odds, right? Usually that's true, but the Baccarat table has several quirks that alter the usual odds. Observant players can exploit these quirks to give themselves an edge.



Zero (0) is neither even nor odd, nor blue or red. That leaves 27 numbers, 14 of which are odd, and only 13 of which are even. Fourteen of them are red and 13 are blue. So odd and red actually offer fair odds, while even and blue are sucker bets.

There are a lot of betting options but the payoffs are inconsistent. Any single number is a fair bet, with a 1:28 chance of success and a 28:1 payoff. A split bet (two adjacent numbers with a chip between them) will double your odds and halve the payoff, which is what you'd expect. But if you bet a street (a column of three; place the token at the bottom of the column), you end up with 1:9.33 odds and only a 8:1 payoff. Those are the worst odds on the table!

While a single column offers an 8:1 payoff, a pair of adjacent columns (six numbers; place the token at the bottom between two columns) has a success rate of 1:4.67 with a 5:1 payoff, so the payoff significantly beats the odds! A "double street" is by far the best bet on the table, and in the long run you'll earn 107 tokens for every 100 bet. Betting four double streets is a reasonably safe way to make long-term profits.

ODDS CHART

BET	PAYOUT	AVERAGE RETURN
Inside (1 number)	28:1	100%
Split (2 adjacent numbers)	14:1	100%
Street (3 numbers in column)	8:1	86%
Quad (4 numbers in square)	7:1	100%
Double Street (6 numbers in two adjacent columns)	5:1	107%
Triple Street (9 numbers in block of three columns)	3:1	96%
Row (9 numbers in horizontal line)	3:1	96%
Evens (13 numbers)	2:1	93%
Odds (14 numbers)	2:1	100%
Blue (13 numbers)	2:1	93%
Red (14 numbers)	2:1	100%

DODGY DAVE'S BLACK MARKET

After completing the chain of events that begin in Pickham and end at Red's Den, you can return to Dodgy Dave in his hidden shop behind Pickham's smaller pub. He'll ask you to make custom items for him with the alchemy pot, and he'll pay generously for them. For certain items, he'll trade some of his rare items.



* - By the bye, that woulda 'appen to be an alchemy pot I saw sittin' in your wagon now, would it?



* - Let's make a deal, then. My happy hat for your sandstorm spear?

Dodgy Dave doesn't reveal the recipes, just the name of the item. You must determine the recipes, or find them in a book. After giving Dodgy Dave everything he asks for, he starts over from the beginning, asking for the special medicine again. You can continue to fulfill his orders for gold, but you'll only get items in trade the first time.

DODGY DAVE'S REQUESTS

ITEM	REWARD
Special medicine	500 gold
Reinforced boomerang	1200 gold
Ring of immunity	Bandit axe
Robe of serenity	6000 gold
Sandstorm spear	Happy hat
Crimson robe	Big boss shield

Rewards from Dodgy Dave include:

Bandit axe (weapon)
Attack: 55; equipped by Yangus

Happy hat (helmet)
Defence: 31, recovers MP as you walk; equipped by Jessica, Angelo

Big boss shield (shield)
Defence: 50, casts Kasap when used; equipped by Yangus

TIPS, TRICKS, AND EASTER EGGS

The following section contains some really useful advice on strategies and some cool extras that make this game even more enjoyable. It even reveals some hidden Easter Eggs!

STEALING STUFF

Stealing items from enemies with Yangus's Steal Sickle or Stainless Steal Sickle ability requires a great deal of persistence. Fortunately, there are a few tricks to use to improve your chances of success.

Your success rate is roughly doubled when an enemy is put to sleep or paralysed. If you're determined to steal something, have Jessica cast Snooze or Kasnooze repeatedly on the target while Yangus uses Stainless Steal Sickle. (Jessica's Whiplash and Angelo's Angel Eyes are also effective.) Even if the target is already asleep or paralysed, using the spell or ability on a regular basis will lengthen the duration of the effect.



Yangus is put into an even deeper sleep!

The biggest problem with Stainless Steal Sickle is that it often kills its target. To prevent this from occurring, equip the skull helm. This cursed item reduces its wearer's attack score to 0, so Yangus will do no more than 1 point of damage each time you try to steal!



Even when an enemy is sound asleep, you'll often have about a 1 in 100 chance of success. Try this to improve the odds: eliminate all the other monsters; keep your target asleep or paralysed; and have your other party members repeatedly defend. Then have Yangus (with a skull helm equipped) use the Stainless Steal Sickle repeatedly until it succeeds.



DEFATING METAL MONSTERS

You'll encounter metallic members of the slime family throughout the game. They typically flee right away, but if you can manage to defeat one before it gets away, you will receive a ton of experience points.



Angele vs Metal Slime

When you acquire the Godbird's soulstone, fly to Howlwind Hill (just north of Rydon's Tower) to find legions of metal monsters. This is the ideal place to rack up experience once you master the small handful of skills that are effective against the creatures.



Yangus swings the axe with all his might.

Most attacks, spells and abilities cause 0 or 1 point of damage to metal monsters, regardless of the user's attack strength!

Side Quests



The best attacks are the Hero's Thunder Thrust and Lightning Thrust spear skills and Yangus's Hatchet Man and Executioner axe skills. Since critical hits deal damage regardless of the target's defence, these abilities can do several hundred points of damage, effectively killing any metal creature instantly.



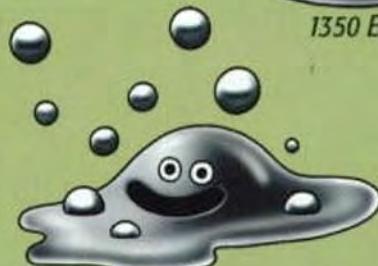
Another option is the Metal Slash sword skill learned by the Hero and Angelo, which can deal 1-2 points of damage. Pair this skill with a falcon blade or über falcon blade to possibly double the amount of damage.



The liquid metal sword inflicts a flat 2 points of damage to any metal creature, but only on a regular attack. The damage is not doubled by the Falcon Slash skill.



Characters who lack these skills should use attacks or weapons that strike twice. Since every hit has a chance of causing 1 point of damage, the more hits the better. Multishot, Multithrust and Multifists can be effective, as can Jessica's Twin Dragon Lash or Angelo's and the Hero's Falcon Slash. Also, the two-hit falcon knife, falcon blade, über falcon blade, and über double-edge are effective.



30010 Exp!

A SECOND USE FOR BAUMREN'S BELL

After everything you went through to get Baumren's bell, it seems a pity to kill the sabrecats you encounter in combat. Fortunately, you don't have to! Whenever you encounter a sabrecat, ring Baumren's bell (keep it in a character's inventory) and they'll flee the battle.



The great sabrecat flee

TRICKING THE YGGDRASIL LEAF SHOP

The Yggdrasil leaf shop at the Argonia bazaar has a strict one-per-customer policy, and the shopkeeper refuses to sell leaves to anyone who has one in his or her inventory. It isn't clear how exactly she knows this fact, but her sensory powers can't seem to penetrate the metal of the alchemy pot.



If a dead person is very interested over Yggdrasil leaf at a time, then ask the vendor to if you ever take poison, come back and I'll sell you another one.

If you do it won't be too long now before it's ready. Do you really want to give up all those strengths?

To buy a second Yggdrasil leaf, drop the first one into your alchemy pot with a bottle of magic water or a set of red and waterweed moulds. Both are viable recipes, and you can buy a second leaf while the pot is working. Afterward, return to the pot and cancel the recipe to return the first leaf to your inventory.

THE SECRETS OF SAVELLA'S BIRDS

You probably know that talking to a cow will get you a bottle of fresh milk, but did you know that certain birds have items as well? Two birds in the Savella Area carry items, and both are quite precious: a **seed of magic** and a **seed of life**! You'll find these tiny tweeters on the paths that lead away from the cathedral area.



COMBAT SPELLS

Characters usually learn new spells simply by gaining levels, although some are learned from spending skill points on certain skill sets (particularly Staves and each character's special skill set). A small handful of skills are learned from in-game story events.

SPELLS

COMBAT

The main stat that affects combat spells is wisdom. The higher the caster's wisdom value, the more damage the spell will cause (building tension also increases damage in most cases). With spells that apply a status effect, like sleep or paralysis, the caster's level largely determines whether the spell hits or misses. Spells that lower enemy stats or boost your characters' stats typically have fixed effects and rarely miss, although the targets may be immune to their effects.

ACCELERATE

DESCRIPTION: Raises the agility of all party members.

NOTES: Raises each ally's agility by an amount equal to their base agility score. The effect lasts until the end of the battle.

TARGET: All allies

MP COST: 3

TENSION BOOST: Yes



Jessica learns at 3
Staves skill points

BANG

DESCRIPTION: Damages all enemies with a small explosion.

NOTES: Typically deals 16-24 points of damage but can cause up to 44 points of damage based on caster's wisdom.

TARGET: All enemies

MP COST: 5

TENSION BOOST: Yes



Jessica learns at
level 14

BAN DANCE

DESCRIPTION: Stop one group of enemies from dancing for several turns.

NOTES: Prevents dancing attacks (like Underpants Dance) from being used for 6-9 turns. Has no effect against most foes.

TARGET: Enemy group

MP COST: 4

TENSION BOOST: No



Angelo learns at 39
Charisma skill points

BOOM

DESCRIPTION: Engulfs all enemies in a large explosion.

NOTES: Typically deals 42-54 points of damage but can cause up to 102 points of damage based on caster's wisdom.

TARGET: All enemies

MP COST: 8

TENSION BOOST: Yes



Jessica learns at
level 23

KABOOM

DESCRIPTION: Blasts all enemies with an incredibly violent explosion.

NOTES: Typically deals 104-120 points of damage but can inflict up to 200 points of damage based on caster's wisdom.

TARGET: All enemies

MP COST: 15

TENSION BOOST: Yes



Jessica learns at level 33



KABUFF

DESCRIPTION: Raises the defence of all party members.

NOTES: Raises the defence of each ally by 25% of his or her base defence score each time it is cast. The effect lasts for 7-10 turns.

TARGET: All Allies

MP COST: 3

TENSION BOOST: Yes



BOUNCE

DESCRIPTION: Forms a protective barrier that reflects the enemy's and party's spells alike.

NOTES: The barrier surrounds the caster for 6-9 turns and reflects spells cast by allies and enemies alike.

TARGET: Caster only

MP COST: 4

TENSION BOOST: No



Jessica learns at 21 Staves skill points



Angelo learns at 9 Staves skill points

CRACK

DESCRIPTION: Pierces a single enemy with razor-sharp icicles.

NOTES: Typically deals 20-28 points of damage but can deal up to 52 points of damage based on caster's wisdom.

TARGET: One enemy

MP COST: 3

TENSION BOOST: Yes



BUFF

DESCRIPTION: Raises the defence of a single party member.

NOTES: Raises the defence of one ally by 50% of his or her base defence score. The effect lasts for 7-10 turns.

TARGET: One ally

MP COST: 2

TENSION BOOST: Yes



Angelo knows from beginning



CRACKLE

DESCRIPTION: Rips into a group of enemies with sharp icicles.

NOTES: Typically deals 34-46 points of damage but can cause up to 86 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 5

TENSION BOOST: Yes



KAGRACLE

DESCRIPTION: Skewers all enemies with a hail of sharp icicles.

NOTES: Typically deals 64-83 points of damage but can cause up to 157 points of damage based on caster's wisdom.

TARGET: All enemies

MP COST: 12

TENSION BOOST: Yes



Jessica learns during quest

DRAIN MAGIC

DESCRIPTION: Steals MP from a single enemy.

NOTES: Amount stolen depends on enemy's current MP and caster's level.



SPELLS

COMBAT

DAZZLE

DESCRIPTION: Envelops a group of enemies in illusions.

NOTES: For 5-8 turns, affected foes will miss frequently with physical attacks against your party.

TARGET: Enemy group

MP COST: 5

TENSION BOOST: No



Angelo learns at 3
Staves skill points

FIZZLE

DESCRIPTION: Prevents a group of enemies from using magic.

NOTES: May not hit all foes. The effect lasts for 7-10 turns.



TARGET: Enemy group

MP COST: 3

TENSION BOOST: No



Hero learns at 40
Courage skill points



Angelo learns at 6
Staves skill points

DIVINE INTERVENTION

DESCRIPTION: Reduces a group of enemies' resistance to magical attacks.

NOTES: Makes foes weak to magic-based attacks and status effects for 6-9 turns.

TARGET: Enemy group

MP COST: 4

TENSION BOOST: No



Angelo learns at 27
Charisma skill points

FRIZZ

DESCRIPTION: Singes a single enemy with a small fireball.

NOTES: Typically deals 10-13 points of damage but can inflict up to 24 points of damage based on caster's wisdom.



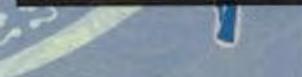
TARGET: One enemy

MP COST: 2

TENSION BOOST: Yes



Jessica knows from
beginning



FRIZZLE

DESCRIPTION: Burns a single enemy with a large fireball.

NOTES: Typically deals 56-72 points of damage but can cause up to 120 points of damage based on caster's wisdom.

TARGET: One enemy

MP COST: 4

TENSION BOOST: Yes



Jessica learns at level 21



KAFUDDLE

DESCRIPTION: Confuses all enemies.

NOTES: May not hit all foes, but has a higher rate of success than Fuddle. The confusion effect typically lasts from 5 to 8 turns.

TARGET: All enemies

MP COST: 10

TENSION BOOST: No



KAFRIZZLE

DESCRIPTION: Incinerates a single enemy with an enormous fireball.

NOTES: Typically deals 144-160 points of damage but can cause up to 264 points of damage based on caster's wisdom.

TARGET: One enemy

MP COST: 10

TENSION BOOST: Yes



Jessica learns at level 35



INSULATE

DESCRIPTION: Forms a barrier that protects all party members from fire- or ice-based attacks.

NOTES: Damage from such attacks is reduced by half for the duration of the spell, which is typically 6 to 9 turns.

TARGET: All allies

MP COST: 3

TENSION BOOST: No



FUDGLE

DESCRIPTION: Sends a group of enemies into confusion.

NOTES: May not hit all foes. The confusion effect typically lasts from 5 to 8 turns.

TARGET: Enemy Group

MP COST: 5

TENSION BOOST: No



Jessica learns at 26
Sex Appeal skill points



Angelo learns at 7
Charisma skill points

KAMIKAZEE

DESCRIPTION: Sacrifices your own life to destroy all enemies.

NOTES: The resultant explosion damages some foes (leaving them with only a few HP) and simply destroys all others. Not all enemies are vulnerable. Destroyed enemies provide no experience.

TARGET: All enemies

MP COST: 1

TENSION BOOST: No



MAGIC BARRIER

DESCRIPTION: Forms a protective barrier that reduces the effectiveness of foes' offensive spells.

NOTES: The barrier reduces damage dealt by enemy attack spells and reduces the accuracy of status effect spells (like Snooze) cast by enemies for 6-9 turns.

TARGET: All allies

MP COST: 3

TENSION BOOST: No



Jessica learns at 31
Staves skill points



SAP

DESCRIPTION: Reduces the defence of a single enemy.

NOTES: The effect lasts for 7-10 turns and cuts an enemy's defence by half of its base defence stat.

TARGET: One enemy

MP COST: 3

TENSION BOOST: No



Jessica knows from
the beginning



SPELLS

COMBAT

MAGIC BURST

DESCRIPTION: Unleashes all remaining magic power in a fearsome explosion.

NOTES: Base damage to each enemy is equal to double the amount of MP spent.

TARGET: All enemies

MP COST: All remaining MP (requires min 1 MP)

TENSION BOOST: Yes



Jessica learns at 100
Fisticuffs skill points



KASAP

DESCRIPTION: Reduces the defence of a group of enemies.

NOTES: The effect lasts for 7-10 turns and cuts the enemies' defence to 25% of their base defence stat.

TARGET: Enemy group

MP COST: 4

TENSION BOOST: No



Jessica learns at 7
Staves skill points



OMPH

DESCRIPTION: Increases the attack of a single party member.

NOTES: Doubles damage from physical attacks and certain abilities for 6-9 turns. During that time, target cannot score critical hits.

TARGET: One ally

MP COST: 6

TENSION BOOST: No



Jessica learns at
level 19



SHARE MAGIC

DESCRIPTION: Shares some of your MP with an ally.

NOTES: The amount of MP transferred varies, but averages around 40% of Yangus's Max MP.

TARGET: One ally

MP COST: 0

TENSION BOOST: Yes



Yangus learns at 32
Humanity skill points



Sizz

DESCRIPTION: Singes a group of enemies with a blazing fire.

NOTES: Typically deals 13-19 points of damage but can inflict up to 35 points of damage based on caster's wisdom.



TARGET: Enemy group

MP COST: 4

TENSION BOOST: Yes



Hero learns at level 11



Jessica learns at level 11

Sizzle

DESCRIPTION: Burns a group of enemies with a blazing wall of fire.

NOTES: Typically deals 24-34 points of damage but can cause up to 62 points of damage based on caster's wisdom.



TARGET: Enemy group

MP COST: 6

TENSION BOOST: Yes



Hero learns at level 20



Jessica learns at level 20

Kasizzle

DESCRIPTION: Scorches a group of enemies with the blazing flames of the underworld.

NOTES: Typically deals 70-90 points of damage but can cause up to 170 points of damage based on caster's wisdom.



TARGET: Enemy group

MP COST: 10

TENSION BOOST: Yes



Hero learns at level 32



Jessica learns during quest

Snooze

DESCRIPTION: Puts a group of enemies to sleep.

NOTES: Effect lasts for 2-5 turns. May not hit all foes.



TARGET: Enemy Group

MP COST: 5

TENSION BOOST: No



Jessica learns at level 12



Kasnooze

DESCRIPTION: Puts a group of enemies into a deep sleep.

NOTES: Effect lasts for 2-5 turns. May not hit all foes, but has a higher rate of success than Snooze.



TARGET: Enemy Group

MP COST: 8

TENSION BOOST: No



Jessica learns at 68
Sex Appeal skill points



Pearly Gates

DESCRIPTION: Opens heaven's door to baptise a group of foes with sacred light.

NOTES: Deals 180-210 points of damage to an enemy group. If those enemies are zombie-type, this spell does an additional 50% damage.



TARGET: Enemy group

MP COST: 20

TENSION BOOST: Yes



Angelo learns at 100
Charisma skill points



W HACK

DESCRIPTION: A cursed incantation that sends an enemy to the hereafter.

NOTES: Odds of success (an instant kill) are based on caster's level and target's level of resistance.

TARGET: One Enemy

MP COST: 4

TENSION BOOST: No



Angelo learns at
level 17



WOOOSH

DESCRIPTION: Slices through a group of enemies with a small whirlwind.

NOTES: Typically deals 6-19 points of damage but can cause up to 32 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 2

TENSION BOOST: Yes



SPELLS

COMBAT

T THWACK

DESCRIPTION: A cursed incantation that sends a group of enemies to the hereafter.

NOTES: Odds of success (an instant kill) are based on caster's level and targets' level of resistance.

TARGET: Enemy group

MP COST: 7

TENSION BOOST: No



Angelo learns at
level 22



SWOOSH

DESCRIPTION: Slices through a group of enemies with a powerful whirlwind.

NOTES: Typically deals 20-44 points of damage but can inflict up to 76 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 4

TENSION BOOST: Yes



KATHWACK

DESCRIPTION: A cursed incantation that sends all enemies to the hereafter.

NOTES: Odds of success (an instant kill) are based on caster's level and targets' level of resistance.

TARGET: All Enemies

MP COST: 15

TENSION BOOST: No



Angelo learns at 56
Staves skill points



KASWOOSH

DESCRIPTION: Slices through a group of enemies with a ferociously destructive whirlwind.

NOTES: Typically deals 64-144 points of damage but can cause up to 200 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 11

TENSION BOOST: Yes



ZAP

DESCRIPTION: Calls down lightning on all enemies.

NOTES: Typically deals 40-56 points of damage but can cause up to 88 points of damage based on caster's wisdom.

TARGET: All enemies

MP COST: 6

TENSION BOOST: Yes



Hero learns at 48
Courage skill points

KAZAP

DESCRIPTION: Calls down powerful thunderbolts on a group of enemies.

NOTES: Typically deals 100-140 points of damage but can inflict up to 220 points of damage based on caster's wisdom.

TARGET: Enemy group

MP COST: 15

TENSION BOOST: Yes



Hero learns at 100
Courage skill points

RECOVERY SPELLS

KERPLUNK

DESCRIPTION: Sacrifice your own life to resurrect all other party members.

NOTES: Kills Yangus and reduces his MP to 0, but restores all fallen allies to life with full HP and fully heals all other allies.

TARGET: All allies

MP COST: All remaining MP (requires min 1 MP)

TENSION BOOST: No



HEAL

DESCRIPTION: Restores at least 30 HP to a single ally.

NOTES: Restores 30-40 HP to one ally. Can be used on field or in combat.

TARGET: One ally

MP COST: 2

TENSION BOOST: Yes



Hero learns at level 3



Yangus learns at 10
Humanity skill points



Angelo knows from
beginning

MIDHEAL

DESCRIPTION: Restores at least 75 HP to a single ally.

NOTES: Restores 75-95 HP to one ally. Can be used on field or in combat.

TARGET: One ally

MP COST: 3

TENSION BOOST: Yes



Hero learns at level 18



Yangus learns at 68
Humanity skill points

FULLHEAL

DESCRIPTION: Restores all HP to a single ally.

NOTES: Restores one ally to max HP. Can be used on field or in combat.

TARGET: One ally

MP COST: 6

TENSION BOOST: No



Hero learns at level 27



Angelo learns at level 24

MULTIHEAL

DESCRIPTION: Restores at least 100 HP to all party members.

NOTES: Restores 100-120 HP to each ally. Can be used on field or in combat.

TARGET: All allies

MP COST: 10

TENSION BOOST: Yes



Angelo learns at level 30



OMNIHEAL

DESCRIPTION: Restores all HP to all party members.

NOTES: Restores each ally to max HP. Can be used on field or in combat.

TARGET: All allies

MP COST: 36

TENSION BOOST: No



Hero learns at 82
Courage skill points



SPELLS

RECOVERY

SQUELCH

DESCRIPTION: Cures a single ally of the effects of poison.

NOTES: Can be used on field or in combat.

TARGET: One ally

MP COST: 2

TENSION BOOST: No



Hero learns at level 4



Angelo learns at 3
Charisma skill points



TINGLE

DESCRIPTION: Cures all party members of the effects of sleep and paralysis.

NOTES: Can only be used in combat.

TARGET: All allies

MP COST: 2

TENSION BOOST: No



Hero learns at 16
Courage skill points



Angelo learns at level 13



ZING

DESCRIPTION: Resurrects a fallen ally with a 50% success rate.

NOTES: If successful, the fallen ally will be returned to life with half of his or her max HP. Can be used on field or in combat.

TARGET: One ally

MP COST: 8

TENSION BOOST: No



Hero learns at level
29



Angelo learns at
level 19

KAZING

DESCRIPTION: Resurrects a fallen ally.

NOTES: The fallen ally returns to life with full HP. Can be used on field or in combat.

TARGET: One ally

MP COST: 15

TENSION BOOST: No



Jessica learns at 100
Staves skill points



Angelo learns at
level 34

FIELD SPELLS

EVAC

DESCRIPTION: Allows you to exit instantly from dungeons, caves, and towers.

NOTES: Returns you to entrance of area. No effect if used in field or town areas.

TARGET: All allies

MP COST: 2

TENSION BOOST: N/A



Hero learns at level 6



Jessica learns at
level 11

HOLY PROTECTION

DESCRIPTION: Generates a holy aura that causes weaker monsters to avoid your party.

NOTES: You will not be attacked by enemies that are at a lower level than the Hero. Can be used in both field and dungeon areas.

TARGET: All allies

MP COST: 4

TENSION BOOST: N/A



Hero learns at 28
Courage skill points

NOSE FOR TREASURE

DESCRIPTION: Instantly reports the number of nearby treasures.

NOTES: N/A

TARGET: N/A

MP COST: 0

TENSION BOOST: N/A



Yangus learns at 16
Humanity skill points

PADFOOT

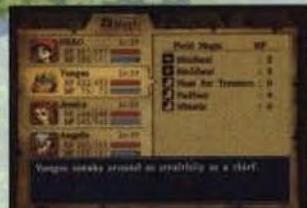
DESCRIPTION: A secret technique for disguising your presence so as to avoid monsters.

NOTES: Reduces the chance of monster encounters. Lasts longer than Holy Protection, but is less effective.

TARGET: N/A

MP COST: 4

TENSION BOOST: N/A



Yangus learns at 33
Fisticuffs skill points



WHISTLE

DESCRIPTION: Summons monsters with a whistle.

NOTES: If used in an area with active monsters, a random encounter will begin immediately.



TARGET: N/A

MP COST: 0

TENSION BOOST: N/A



Yangus learns at 4
Humanity skill points



SPELLS

FIELD

ZOOM

DESCRIPTION: Allows you to return instantly to certain places you have visited before.

NOTES: Not effective if used in a roofed area (try it and see why!).



TARGET: All allies

MP COST: 1

TENSION BOOST: N/A



Hero learns at 8
Courage skill points



Angelo knows from
the beginning

ABILITIES

Characters learn abilities when they assign a set number of skill points to one of their five skill sets.

Each character has three weapon skills, the fisticuffs skill, and a fifth special skill available only to that character. A character can only use a weapon ability while he or she has a weapon of that type equipped.

Additionally, fisticuffs abilities can only be used while the character is unarmed. Special abilities can be used regardless of a character's equipment.

Abilities increase a character's combat potential by enabling them to hit multiple times, inflict more damage, execute attacks with special effects, or hit a wider group of targets. The MP cost to use abilities is usually quite low, and some are free! But keep in mind that it is not possible to score critical hits while using most abilities; that's a special property of the standard attack option only.

Axe Abilities

HELM SPLITTER



Target area: Head & Neck

DESCRIPTION

A skull-splitting smash that lowers an opponent's defence as it inflicts damage.

NOTES

Deals normal damage and reduces an enemy's defence by half of its base defence score for 7-10 turns (same as Sap spell).

Axe Skill	6
Target	One enemy
MP Cost	0
Tension Boost	Yes

PARALLAX



DESCRIPTION

A focused strike capable of occasionally paralysing an enemy.

NOTES

Deals 50% more damage than a standard attack and occasionally paralyses an enemy for 5-8 turns.

Axe Skill	42
Target	One enemy
MP Cost	2
Tension Boost	Yes

HATCHET MAN



Target area: Head & Neck

DESCRIPTION

An unpredictable attack that can slay an enemy with a single blow... if it connects.

NOTES

This attack misses around 50% of the time, but usually scores a critical hit when successful. Very effective against metal enemies.

Axe Skill	19
Target	One enemy
MP Cost	3
Tension Boost	Yes

AXES OF EVIL



Target area: Axes of Evil

DESCRIPTION

Generates a vortex from your axe blade that chews into a group of enemies.

NOTES

Hits all enemies in a group from left to right. The first hit is slightly weaker than a normal attack and the damage lessens as the attack moves through the group.

Axe Skill	54
Target	Enemy group
MP Cost	0
Tension Boost	Yes

EXECUTIONER



TYPHOEUS' MAUL



BOOMERANG ABILITIES

CROSSCUTTER THROW



DESCRIPTION:

A powerful roundhouse strike that fells an opponent in one blow if it hits.

NOTES:

Replaces Hatchet Man. This attack misses around 50% of the time, but always scores a critical hit when successful. Very effective against metal enemies.

POWER THROW



DESCRIPTION:

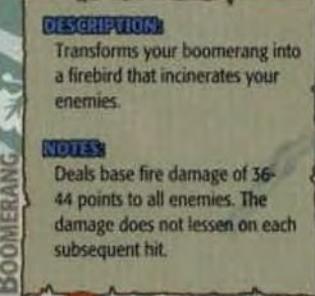
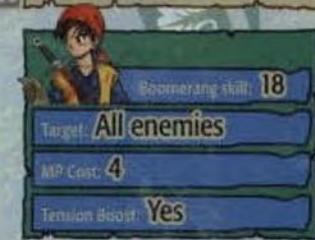
A full-force throw that damages all enemies equally.

NOTES:

Does slightly less damage than a normal attack. Unlike normal boomerang attacks, the damage dealt by the boomerang does not lessen on each subsequent hit.

Abilities

BOOMERANG



DESCRIPTION:

Transforms your boomerang into a firebird that incinerates your enemies.

NOTES:

Deals base fire damage of 36-44 points to all enemies. The damage does not lessen on each subsequent hit.



DESCRIPTION:

A fearsome attack that uses all your strength to cause extreme damage to all foes.

NOTES:

Replaces Power Throw. This does slightly more damage than a normal attack and the damage does not lessen on each subsequent hit.

CROSSCUTTER THROW



DESCRIPTION:

Traces an X in the air as it ploughs into the enemy.

NOTES:

Like a normal boomerang attack, except that the boomerang returns to hit the first enemy again. This added hit deals lower damage.

SUPER THROW

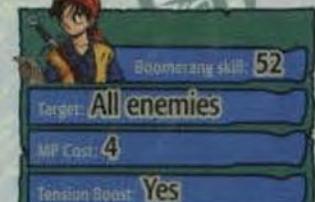


DESCRIPTION:

A fearsome attack that uses all your strength to cause extreme damage to all foes.

NOTES:

Replaces Power Throw. This does slightly more damage than a normal attack and the damage does not lessen on each subsequent hit.



STARBURST THROW



DESCRIPTION

Bathes all enemies in a shower of burning light.

NOTES

Deals base damage of 76-84 points to all enemies.

BOOMERANG



	Boomerang skill: 82
Target:	All enemies
MP Cost:	8
Tension Boost:	Yes

GIGATHROW



DESCRIPTION

Pulverises a single enemy with the force of a thunderbolt.

NOTES

Deals base damage of 145-177 points to a single target, and depending on the user's level, may deal up to 233-284 points of damage.

BOOMERANG



	Boomerang skill: 100
Target:	One enemy
MP Cost:	15
Tension Boost:	Yes

Bow Abilities

SANDMAN'S ARROW



DESCRIPTION

A magical arrow capable of putting a single enemy to sleep.

NOTES

Deals the same damage as a normal attack and may put an enemy to sleep for 2-5 turns. The success rate for putting enemies to sleep is the same as the Snooze spell.

BOW



	Bow skill: 6
Target:	One enemy
MP Cost:	2
Tension Boost:	Yes

CHERUB'S ARROW



DESCRIPTION

A secret bow technique that regenerates your own MP.

NOTES

Deals the same damage as a normal attack and regenerates user's MP by 1/16 of the damage dealt.

BOW



	Bow skill: 18
Target:	One enemy
MP Cost:	0
Tension Boost:	Yes

NEEDLE SHOT



DESCRIPTION

Capable of felling an enemy instantaneously if a vital area is hit.

NOTES

Has small chance of scoring a one-hit kill, but deals only 1 point of damage if that fails.

BOW



	Bow skill: 25
Target:	One enemy
MP Cost:	1
Tension Boost:	No

MULTISHOT



DESCRIPTION

A hail of blows directed randomly against one or more enemies.

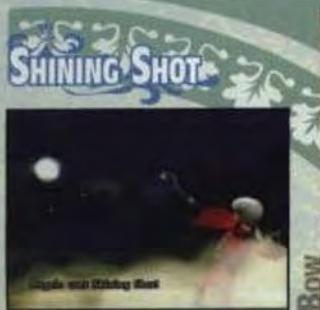
NOTES

Fires 3 to 4 arrows at randomly chosen targets. Each hit deals half the damage of a normal attack.

BOW



	Bow skill: 44
Target:	Random enemies
MP Cost:	4
Tension Boost:	Yes



DESCRIPTION

A secret technique that recovers even more MP than Cherub's Arrow.

NOTES

Replaces Cherub's Arrow. Deals same damage as a normal attack, and regenerates user's MP by 1/8 of the damage dealt.

Bow

	Bow skill: 66
Target:	One enemy
MP Cost:	0
Tension Boost:	Yes

DESCRIPTION

An arrow attack that bathes all enemies in a destructive magical light.

NOTES

Deals base damage of 116-124 points to all enemies.

Bow

	Bow skill: 88
Target:	All enemies
MP Cost:	10
Tension Boost:	Yes

DESCRIPTION

A rain of arrows that can occasionally obliterate all enemies in a single salvo.

NOTES

Replaces Needle Shot. Fires 3 to 4 arrows at a single target. Each arrow has a small chance of scoring a one-hit kill, but deals only 1 point of damage if that fails.

Bow

	Bow skill: 100
Target:	One enemy
MP Cost:	1
Tension Boost:	No

CHARISMA ABILITIES



DESCRIPTION

Reduces a single enemy's tension by one level.

NOTES

Lowers the tension of a single enemy by 1 level.

CHARISMA

	Charisma skill: 13
Target:	One enemy
MP Cost:	3
Tension Boost:	No

DESCRIPTION

A powerful glance capable of paralysing a single enemy.

NOTES

Deals base damage of 15-28 points and may paralyse the target for 5-8 turns.

CHARISMA

	Charisma skill: 19
Target:	One enemy
MP Cost:	4
Tension Boost:	Yes

DESCRIPTION

Reduces the tension of an entire group of enemies by a degree.

NOTES

Replaces Sarcastic Snigger. Lowers the tension of a group of enemies by 1 level each.

CHARISMA

	Charisma skill: 52
Target:	Enemy group
MP Cost:	3
Tension Boost:	No

Abilities

CHARISMA

CHARMING LOOK



DESCRIPTION

A glance so powerfully captivating that it burns all enemies in its path.

NOTES

Replaces Angel Eyes. Deals base damage of 65-85 points to all enemies and has a higher chance of paralysing them for 5-8 turns.

CHARISMA



	Charisma skill: 81
Target:	All enemies
MP Cost:	4
Tension Boost:	Yes

MONSTER MASHER



DESCRIPTION

A powerful smash that works wonders on monsters of the material family.

NOTES

Deals slightly more damage than a normal attack, and deals 50% more damage than a normal attack against material-type monsters.

CLUB



	Club skill: 32
Target:	One enemy
MP Cost:	3
Tension Boost:	Yes

CLUB ABILITIES

HEART BREAKER



DESCRIPTION

An attack that occasionally causes the target to miss a turn.

NOTES

Deals the same damage as a normal attack, but may cause the target to lose its turn.

CLUB



	Club skill: 19
Target:	One enemy
MP Cost:	2
Tension Boost:	Yes

MIND BREAKER



DESCRIPTION

A superior club attack that dominates foes and renders them unable to attack.

NOTES

Replaces Heart Breaker. Deals slightly more damage than a normal attack, and has a higher chance of causing the target to lose its turn.

CLUB



	Club skill: 70
Target:	One enemy
MP Cost:	2
Tension Boost:	Yes

PENNY PINCHER



DESCRIPTION

A special technique that steals gold coins from an enemy.

NOTES

Deals the same damage as a normal attack and sometimes steals gold coins from the enemy. The amount is equal to 10% of the gold coins that monster drops. If the attack kills the monster, you cannot steal gold coins.

CLUB



	Club skill: 25
Target:	One enemy
MP Cost:	2
Tension Boost:	Yes

GOLD RUSH



DESCRIPTION

A powerful strike that steals an opponent's gold coins as it inflicts damage.

NOTES

Replaces Penny Pincher. Deals slightly more damage than a normal attack, and may steal 20% of the gold coins that monster drops. If the attack kills the monster, you cannot steal gold coins.

CLUB



	Club skill: 93
Target:	One enemy
MP Cost:	2
Tension Boost:	Yes

DEVIL CRUSHER



DESCRIPTION

An esoteric club technique effective on demon and material family members.

NOTES

Replaces Monster Masher. Deals slightly more damage than a normal attack, and deals double damage to demon or material-type monsters.

CLUE

	Club skill: 100
Target:	One enemy
MP Cost:	5
Tension Boost:	Yes

DEFENDING CHAMPION



DESCRIPTION

A defensive ability that greatly reduces the damage inflicted by physical attacks.

NOTES

Throughout the turn, all physical damage dealt to character is reduced by 90%.

Abilities

FISTICUFFS

FISTICUFFS ABILITIES

STONES' THROW



DESCRIPTION

Hurls rocks at a single group of enemies.

CLUE

	Fisticuff skill: 17
	Fisticuff skill: 19
Target:	Enemy group
MP Cost:	0
Tension Boost:	Yes

HARVEST MOON



DESCRIPTION

Pummel all enemies with a chain of cartwheels and backflips

CLUE

	Fisticuff skill: 45
	Fisticuff skill: 42
Target:	All enemies
MP Cost:	6
Tension Boost:	Yes

KNUCKLE SANDWICH



DESCRIPTION

A powerfully focused and damaging bare-fisted strike.

CLUE

	Fisticuff skill: 24
	Fisticuff skill: 12
	Fisticuff skill: 35
Target:	One enemy
MP Cost:	2
Tension Boost:	No

THIN AIR



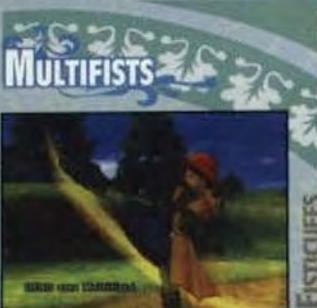
DESCRIPTION

Generates a powerful vacuum-vortex that slices all enemies to ribbons.

CLUE

	Fisticuff skill: 42
	Fisticuff skill: 42
	Fisticuff skill: 68
Target:	All enemies
MP Cost:	2
Tension Boost:	Yes

HUMANITY ABILITIES



DESCRIPTION

A vicious four-hit strike on a random enemy.

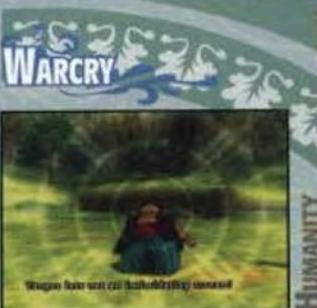
NOTES

Strikes against randomly chosen targets four times. Each hit deals 1/3 the damage of a normal attack.



FISTCUFFS

	Fistcuffs skill: 70
	Fistcuffs skill: 60
Target:	Random enemies
MP Cost:	0
Tension Boost:	Yes



DESCRIPTION

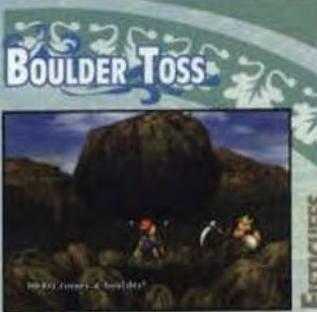
A hideous battle cry that paralyses a group of enemies with fear.

NOTES

Paralysis effect lasts only 1 turn.

HUMANITY

	Humanity skill: 22
Target:	Enemy group
MP Cost:	0
Tension Boost:	No



FISTCUFFS

DESCRIPTION

Showers all enemies with enormous boulders.

NOTES

Deals base damage of 72-104 to all enemies.



HUMANITY

	Fistcuffs skill: 82
	Fistcuffs skill: 100
Target:	All enemies
MP Cost:	4
Tension Boost:	Yes



HUMANITY

DESCRIPTION

Paralyses all enemies with embarrassment.

NOTES

Paralysis effect lasts only 1 turn, but has a higher rate of success and affects all enemies.



FISTCUFFS

DESCRIPTION

A miraculous technique that pummels all enemies while regenerating your own HP.

NOTES

Replaces Harvest Moon. Deals twice the damage of a normal attack against a single foe, but the damage is distributed equally against multiple foes. Restores a portion of damage dealt as HP.



HUMANITY

	Fistcuffs skill: 100
Target:	All enemies
MP Cost:	6
Tension Boost:	Yes



HUMANITY

DESCRIPTION

A multi-hit battle royale from King Trode and friends.

NOTES

Deals base damage of 41-50 points to four random enemy targets, and depending on the user's level, may deal up to 107-131 points of damage.

	Humanity skill: 100
Target:	Random enemies
MP Cost:	15
Tension Boost:	No

KNIFE ABILITIES

TOXIC DAGGER



KNIFE

DESCRIPTION

A knife-fighting technique that envenomates a single enemy.

NOTES

Deals half the damage of a normal attack, but may poison the target.



Knife skill:	9
Target:	One enemy
MP Cost:	3
Tension Boost:	Yes



ASSASSIN'S STAB



KNIFE

DESCRIPTION

A fearsome technique that kills an opponent instantly by attacking their vital parts.

NOTES

Deals the same damage as a normal attack, and has a small chance of killing the enemy instantly.



Knife skill:	22
Target:	One enemy
MP Cost:	8

Tension Boost: Yes



TOXIC SWORD



KNIFE

DESCRIPTION

A sword-fighting technique which envenomates an enemy with each strike.

NOTES

Replaces Toxic Dagger. Does slightly more damage than a normal attack, and has a higher chance of poisoning the target.



Knife skill:	66
Target:	One enemy
MP Cost:	3

Tension Boost: Yes



SUDDEN DEATH



KNIFE



DESCRIPTION

A fatal flash that strikes down an enemy like a bolt out of the blue.

NOTES

Replaces Assassin's Stab. Deals 50% more damage than a normal attack and has a higher chance of killing the enemy instantly.

Knife skill:	100
Target:	One enemy
MP Cost:	8
Tension Boost:	Yes

Abilities

SCYTHE

SCYTHE ABILITIES

STEAL SICKLE



DESCRIPTION

Occasionally enables you to steal items from those you slash.

NOTES

Deals the same damage as a normal attack, and sometimes steals an item from the enemy. The odds of success vary by enemy, but are typically very low. If the attack kills the monster, you cannot steal an item.

Scythe skill:	22
Target:	One enemy
MP Cost:	0

Tension Boost: Yes

WIND SICKLES



DESCRIPTION

Sends a whirlwind of sickles pirouetting into the enemy.

NOTES

Deals base damage of 29-40 points to a single target, and depending on the user's level, may deal up to 122-166 points of damage.

Scythe skill:	32
Target:	One enemy
MP Cost:	0

Tension Boost: Yes

GRIM REAPER



DESCRIPTION

A swing of Death's scythe that can instantly kill one or more foes in a group.

NOTES

Hits all enemies in a group from left to right. The first hit is slightly weaker than a normal attack and the damage lessens as the attack moves through the group. Occasionally kills foes instantly.

SCYTHE



	Scythe skill: 50
Target:	Enemy group
MP Cost:	3
Tension Boost:	Yes

STAINLESS STEAL SICKLE



DESCRIPTION

An improved version of the Steal Sickle attack technique.

NOTES

Replaces Steal Sickle. Deals more damage than a regular attack and increases the odds of a successful theft (but the odds remain quite low). If the attack kills the monster, you cannot steal an item.

SCYTHE



	Scythe skill: 70
Target:	One enemy
MP Cost:	0
Tension Boost:	Yes

GRIMMER REAPER



DESCRIPTION

The aura of Death incarnate annihilates the living and obliterates the undead.

NOTES

Replaces Grim Reaper. The attack now deals normal damage to the first target, and 50% more damage to zombie monsters.

SCYTHE



	Scythe skill: 90
Target:	Enemy group
MP Cost:	3
Tension Boost:	Yes

BIG BANGA



DESCRIPTION

An enormous explosion that consumes everything in its path.

NOTES

Deals base damage of 175-225 points to all enemies, and depending on the user's level, may deal up to 300-400 points of damage.

SCYTHE



	Scythe skill: 100
Target:	All enemies
MP Cost:	30
Tension Boost:	Yes

SEX APPEAL ABILITIES

BLOW KISS



DESCRIPTION

A special kiss that can temporarily prevent enemies from attacking.

NOTES

Deals damage based on Jessica's base attack score, and may paralyse its target for a single turn.

SEX APPEAL



	Sex Appeal skill: 8
Target:	One enemy
MP Cost:	0
Tension Boost:	Yes



DESCRIPTION

Charms and excites an enemy into paralysed submission.

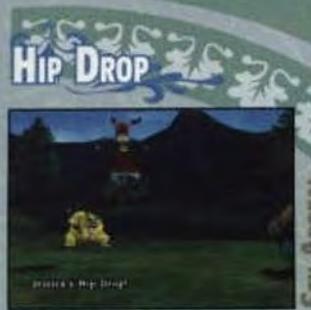
NOTES

May paralyse a foe for a single turn. Deals no damage.

SEX APPEAL



	Sex Appeal skill: 38
Target:	One enemy
MP Cost:	0
Tension Boost:	No



Hip Drop



Hustle Dance



Sexy Beam



Pink Typhoon



Thunder Thrust

DESCRIPTION

Pelvic punishment! Curvaceous hips equal big damage.

NOTES

Deals 50% more damage than a normal attack.

SEX APPEAL

	Sex Appeal Skill: 48
Target:	One enemy
MP Cost:	0
Tension Boost:	Yes



Hustle Dance



Hustle Dance

DESCRIPTION

Restores at least 70 HP to all party members.

NOTES

Restores 70-80 HP to each party member.

SEX APPEAL

	Sex Appeal skill: 100
Target:	All allies
MP Cost:	0

Abilities**SPEAR****SPEAR ABILITIES**

Sexy Beam



Sexy Beam

DESCRIPTION

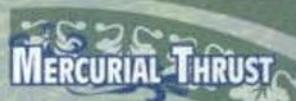
Focus the power of passion into a beam that sows destruction and confusion.

NOTES

Deals base damage of 65-75 points to a single target, and may cause confusion for 5-8 turns.

SEX APPEAL

	Sex Appeal skill: 54
Target:	One enemy
MP Cost:	3
Tension Boost:	Yes



Mercurial Thrust



Mercurial Thrust

DESCRIPTION

A lightning-fast thrust.

NOTES

This attack does slightly less damage than a normal attack, but strikes first in combat regardless of the user's agility.

SPEAR

	Spear skill: 7
Target:	One enemy
MP Cost:	0



Pink Typhoon



Thunder Thrust

DESCRIPTION

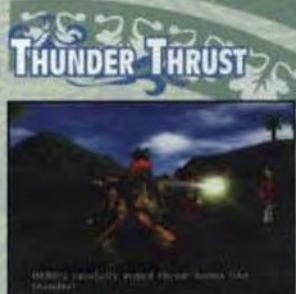
A sudden typhoon that rips a group of enemies into ribbons.

NOTES

Deals base damage of 76-84 points to a group of enemies.

SEX APPEAL

	Sex Appeal skill: 88
Target:	Enemy group
MP Cost:	5
Tension Boost:	Yes



Thunder Thrust



Thunder Thrust

DESCRIPTION

Difficult to perform, but has a high chance of doing critical damage.

NOTES

This attack misses around 50% of the time, but usually scores a critical hit when successful. Very effective against metal enemies.

SPEAR

	Spear skill: 12
Target:	One enemy
MP Cost:	3

MULTITHRUST



DESCRIPTION

A flurry of repeated thrusts that can pierce multiple enemies.

NOTES

Strikes against randomly chosen targets three or four times. Each hit deals half the damage of a normal attack.



	Spear skill: 25
Target:	Random enemies
MP Cost:	4
Tension Boost:	Yes

CLEAN SWEEP



DESCRIPTION

Drives back a group of enemies with a sweep of the spear.

NOTES

Hits all enemies in a group from left to right. The first hit is slightly weaker than a normal attack and the damage lessens as the attack moves through the group.



	Spear skill: 45
Target:	Enemy group
MP Cost:	0
Tension Boost:	Yes

LIGHTNING THRUST



DESCRIPTION

Lands a critical hit when it connects.

NOTES

Replaces Thunder Thrust. This attack misses around 50% of the time, but always scores a critical hit when successful. Very effective against metal enemies.



	Spear skill: 59
Target:	One enemy
MP Cost:	3
Tension Boost:	No

LIGHTNING STORM



DESCRIPTION

Strikes down all enemies with mighty thunderbolts.

NOTES

Deals base damage of 190-220 points to all enemies.



	Spear skill: 100
Target:	All enemies
MP Cost:	25
Tension Boost:	Yes

STAFF ABILITIES

CADUCEUS



DESCRIPTION

A blessing from the heavens that restores a single party member's HP.

NOTES

Restores 75-95 HP to one ally.



	Staff skill: 57
Target:	One ally
MP Cost:	0
Tension Boost:	Yes

SWORD ABILITIES

DRAGON SLASH



DESCRIPTION

An attack that causes heavy damage to dragons.

NOTES

Deals damage equal to a normal attack, and an additional 50% damage to monsters from the dragon family.



	Sword skill: 9
Target:	One enemy
MP Cost:	0
Tension Boost:	Yes

FLAME SLASH



DESCRIPTION

Channels the power of a raging fire into the blade of your sword.

NOTES

Deals fire-based damage that is 50% stronger than a normal attack.

SWORD

MIRACLE SLASH



DESCRIPTION

A secret sword technique that heals your own wounds each time you strike a foe.

NOTES

Slightly more powerful than a regular attack, and restores HP to user equal to half the damage dealt.

Abilities

SWORD

METAL SLASH



SWORD

DESCRIPTION

An attack that can damage enemies with metal bodies.

NOTES

Deals normal damage to most enemies, but always deals one or two points of damage to metal enemies. (Normal attacks deal 0 or one point.)



SWORD

Sword skill: 30

Sword skill: 22

Target: One enemy

MP Cost: 0

Tension Boost: Yes

LIGHTNING STORM



SWORD

DESCRIPTION

Strikes down all enemies with mighty thunderbolts.

NOTES

Deals base damage of 190-220 points to all enemies.

FALCON SLASH



SWORD

DESCRIPTION

A double slicing attack, faster than a falcon on the wing.

NOTES

Attacks a single enemy twice. Each hit deals slightly less damage than a normal attack.



SWORD

Sword skill: 52

Sword skill: 40

Target: One enemy

MP Cost: 0

Tension Boost: Yes

GIGASLASH



SWORD

DESCRIPTION

A legendary sword technique for cutting down a group of enemies.

NOTES

Deals base damage of 150-190 points to a group of enemies, and depending on the user's level, may deal up to 207-239 points of damage. Can be learned from mastering either Sword or Courage skill sets.



SWORD



SWORD or COURAGE SKILL

Sword or Courage skill: 100

Target: Enemy group

MP Cost: 20

Tension Boost: Yes

WHIP ABILITIES

WHIPLASH



DESCRIPTION

A paralysing crack of the whip.

NOTES

Deals normal damage and occasionally paralyses targets for 5 to 8 turns.

Whip



	Whip skill: 10
Target:	Enemy group
MP Cost:	4
Tension Boost:	Yes

LASHINGS OF LOVE



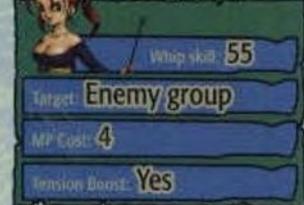
DESCRIPTION

Harness your inner passion to paralyse enemies.

NOTES

Replaces Whiplash. Deals 50% more damage than a normal attack, and paralyses targets more frequently.

Whip



	Whip skill: 55
Target:	Enemy group
MP Cost:	4
Tension Boost:	Yes

TWIN DRAGON LASH

DESCRIPTION

A double-strike that lashes a random group of enemies.

NOTES

Attacks twice, hitting two random enemies within the target group. Each hit deals more damage than a normal attack.

Whip



	Whip skill: 23
Target:	Random enemies
MP Cost:	3

Tension Boost: Yes

QUEEN'S THONG

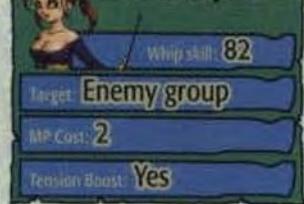
DESCRIPTION

A fearsome attack that steals the HP of a group of enemies.

NOTES

Replaces Lady's Thong. Deals slightly more damage than a regular attack and user recovers 1/4 of the damage dealt to the first target in the group.

Whip



	Whip skill: 82
Target:	Enemy group
MP Cost:	2

Tension Boost: Yes

LADY'S THONG

DESCRIPTION

A secret whip technique that steals HP as it damages an enemy.

NOTES

Deals normal damage. User recovers HP equal to 1/8 the damage dealt to the first target in the group.

Whip



	Whip skill: 32
Target:	Enemy group
MP Cost:	2

Tension Boost: Yes

SERPENT'S BITE

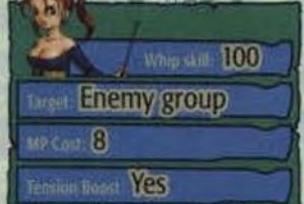
DESCRIPTION

A technique that transforms your whip into a snake that attacks a group of enemies.

NOTES

Deals 50% more damage than a normal attack. The amount of damage decreases as it goes down the line of enemies.

Whip



	Whip skill: 100
Target:	Enemy group
MP Cost:	8

Tension Boost: Yes

OTHER ABILITIES



OTHER

DESCRIPTION

Call up your personal monster team.

NOTES

Summons one of your Monster Arena teams to replace all allies for three turns (duration may vary based on the monsters in your team). Each team can only be summoned once per fight.



Hero learns from story event

Target: N/A

MP Cost: 10

Tension Boost: No



OTHER

DESCRIPTION

The ultimate sword technique. Utterly destroys a group of enemies.

NOTES

Replaces Gigaslash after Hero masters both Courage and Sword skill sets. Deals base damage of 222-282 points to all enemies, and depending on the user's level, may deal up to 271-331 points of damage.



Courage and Sword skills: 100

Target: Enemy group

MP Cost: 20

Tension Boost: Yes



Abilities

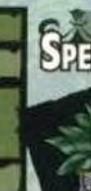
OTHER

ITEMS

This section contains a comprehensive list of every item that can't be equipped. Many are used as recovery items, a few can be used offensively in combat, while others have no use at all. This last group exists simply as ingredients for advanced alchemy recipes.

A list of all the game's important items is at the end of this section. These items cannot be bought or sold, but instead must be delivered to certain characters or used in specific ways to advance the game. Most disappear from your inventory when they've served their purpose, but a few like the world map and Godbird's soulstone are essential tools you will use frequently throughout the game.

USABLE ITEMS

 <h3>MEDICINAL HERB</h3> <p>Buy: 0 Sell: 4</p> <p>Description: Restores 30 or more HP to a single ally.</p> <p>Use: Combat or field</p> <p>Function: Restores 30-40 HP to one ally.</p> <p>Find: Firebury (bag, 3x pot, barrel), Waterfall Cave (chest), Alexandria (pot), Tower of Alexandria (2x barrel), Port Prospect (barrel), Ferry (pot, barrel), Peregrin Quay (barrel, pot), Ascartha (pot)</p> <p>Obtain: Slime, Candy cat, Lips, Dracy, She-Slime, Mischievous mole, Skipper, Drakmunge, Bedlithoy, Headslime, Frogface, Spiked hare, Charming, Brownie, Pan pipe, Treeface, Headfanner, Cureslime, Muddy hand, Mud eagle, Dragonthorn, Great scabroot, Puppet player, Orc, Skuldrider, Notso mucho, Wic, Swingin' Impster, Dark slime, Hellhound, Dark star, Bloody hand, Great trill, See urchin, Merman, Poison eel, Merking, Testicular</p> <p>Recipe to Make: None</p> <p>Use in Recipes:</p> <ul style="list-style-type: none"> Strong medicine = medicinal herb + medicinal herb Rose-root = medicinal herb + medicinal herb + medicinal herb Rose-root = strong medicine + medicinal herb Strong antidote = medicinal herb + antidotal herb Special antidote = medicinal herb + antidotal herb + antidotal herb Rose-wort = medicinal herb + medicinal herb + moonwort bulb Mystifying miture = medicinal herb + antidotal herb + moonwort bulb 	 <h3>STRONG MEDICINE</h3> <p>Buy: N/A Sell: 88</p> <p>Description: Restores 50 or more HP to a single ally.</p> <p>Use: Combat or field</p> <p>Function: Restores 50-60 HP to one ally.</p> <p>Find: Baccarat (barrel), Argonia (barrel)</p> <p>Obtain: Treelace, Treelac, Hades Condor, Gargoyle, Stone golem, Mucho mucho, Dark macarbour, King squid, Red hom</p> <p>Recipe to Make:</p> <p>Strong medicine = medicinal herb + medicinal herb</p> <p>Use in Recipes:</p> <ul style="list-style-type: none"> Special medicine = strong medicine + strong medicine Rose-root = strong medicine + medicinal herb Amor seco essence = holy water + strong medicine Rose-wort = strong medicine + moonwort bulb 	 <h3>SPECIAL MEDICINE</h3> <p>Buy: N/A Sell: 170</p> <p>Description: Restores 90 or more HP to a single ally.</p> <p>Use: Combat or field</p> <p>Function: Restores 90-120 HP to one ally.</p> <p>Find: Marla's Cottage (pot), Enrochyo (chest)</p> <p>Obtain: Jlobberwicked, Boss troll</p> <p>Recipe to Make:</p> <p>Special medicine = strong medicine + strong medicine</p> <p>Use in Recipes:</p> <ul style="list-style-type: none"> Lesser panacea = special medicine + special medicine Greater panacea = special medicine + special medicine + special medicine
 <h3>ROSE-ROOT</h3> <p>Buy: N/A Sell: 110</p> <p>Description: Restores 70 or more HP to a single ally.</p> <p>Use: Combat or field</p> <p>Function: Restores 70-92 HP to one ally.</p> <p>Find: Herb Grutto (pot)</p> <p>Obtain: None</p> <p>Recipe to Make:</p> <p>Rose-root = medicinal herb + medicinal herb + medicinal herb</p> <p>Rose-root = strong medicine + medicinal herb</p> <p>Use in Recipes:</p> <p>Greater panacea = lesser panacea + rose-root + rose-wort</p>	 <h3>AMOR SECO ESSENCE</h3> <p>Buy: 120 Sell: 60</p> <p>Description: Restores 50 or more HP to a single ally.</p> <p>Use: Combat or field</p> <p>Function: Restores 60-70 HP to one ally.</p> <p>Find: Picham (pot), Baccarat, Desert Chapel, Orkusk, Tryan Gully</p> <p>Obtain: Slime, Firespirit, Headslime, Frogface, King cureslime, Phantom swordsman, Cyclops, Gigantes, See angel</p> <p>Recipe to Make:</p> <p>Amor seco essence = holy water + strong medicine</p> <p>Use in Recipes:</p> <p>Silver shield = mirror shield + amor seco essence + mage water</p> <p>Holy water = amor seco essence + rock salt</p> <p>Mild cheese = plain cheese + amor seco essence</p> <p>Cured cheese = fresh milk + premium mould + amor seco essence</p>	 <h3>ANTIDOTAL HERB</h3> <p>Buy: 30 Sell: 5</p> <p>Description: Cures a single ally of the effects of poison.</p> <p>Use: Combat or field</p> <p>Function: Cures effects of poison from one ally.</p> <p>Find: Most inn shops</p> <p>Obtain: Firebury (bag, cabinet, barrel), Tower of Alexandria (pot), Ferry (barrel), Peregrin Quay (barrel), Swordsman's Labyrinth (pot)</p> <p>Recipe to Make:</p> <p>None</p> <p>Use in Recipes:</p> <p>Strong antidote = medicinal herb + antidotal herb</p> <p>Special antidote = medicinal herb + antidotal herb + antidotal herb</p> <p>Mystifying miture = medicinal herb + antidotal herb + moonwort bulb</p>

STRONG ANTIDOTE

Buy: N/A
Sell: 95

Description: Restores 50 or more HP to a single ally and cures the effects of poison.

Use: Combat or field

Function: Cures effects of poison and restores 50-80 HP to one ally.

Find: Argonia (barrel)
Obtain: Blue frogRecipe to Make:
Strong antidote = medicinal herb + antidotal herbUse in Recipes:
Special antidote = strong antidote + strong antidote

SPECIAL ANTIDOTE

Buy: N/A
Sell: 275

Description: Restores 60 or more HP to a single ally and cures the effects of poison.

Use: Combat or field

Function: Cures effects of poison and restores 60-80 HP to one ally.

Find: Maria's Cottage (pot), Dark Empyccio (chest)

Recipe to Make:
Special antidote = strong antidote + strong antidote
Special antidote = medicinal herb + antidotal herb + antidotal herbUse in Recipes:
None

ROSE-WORT

Buy: N/A
Sell: 140

Description: Restores 60 or more HP to a single ally and cures the effects of paralysis.

Use: Combat or field

Function: Cures effects of paralysis and restores 60-80 HP to one ally.

Find: Herbs Grotto (pot)

Recipe to Make:
Rose-wort = medicinal herb + medicinal herb + moonwort bulb
Rose-wort = strong medicine + moonwort bulbUse in Recipes:
Greater panacea = lesser panacea + rose root + rose-wort

Moon's Mercy

Buy: N/A
Sell: 300

Description: Restores 110 or more HP to a single ally and cures the effects of paralysis.

Use: Combat or field

Function: Cures effects of paralysis and restores 110-120 HP to one ally.

Obtain: Cureslime, Spinax, Hell hopper

Recipe to Make:
Moon's mercy = moonwort bulb + moonwort bulb + moonwort bulbUse in Recipes:
Moon axe = golden axe + moon's mercy

GREATER PANACEA

Buy: N/A
Sell: 800

Description: Fully restores the HP of a single ally and cures a variety of status abnormalities.

Use: Combat or field

Function: Cures effects of poison, paralysis, sleep and confusion and restores all HP to one ally.

Obtain: Alchemy only

Recipe to Make:
Greater panacea = special medicine + special medicine + special medicine
Greater panacea = lesser panacea + rose root + rose-wortUse in Recipes:
None

YGGDRASIL LEAF

Buy: 1000
Sell: 300

Description: A magical leaf that resurrects a single fallen ally.

Use: Combat or field

Function: Restores a fallen ally with full HP.

Buy: Argonia

Find: Egeus' Tablet (pot), E Argonia (chest), Blizzard Peaks (chest), Black Citadel (barrel)

Obtain: Trevel, Dark morcarbour

Recipe to Make:
NoneUse in Recipes:
Staff of resurrection = Yggdrasil leaf + ruse staff + life bracer
Yggdrasil dew = Yggdrasil leaf + magic water
Premium mould = red mould + waterweed mould + Yggdrasil leaf

Moonwort Bulb

Buy: 30
Sell: 15

Description: Cures the entire party of the effects of paralysis.

Use: Combat only

Function: Cures effects of sleep or paralyzes from all allies.

Buy: Ascalon, Savelia Cathedral, Baccarat, Argonia, Arcadia, Peddler's Tent, Peddler in Neos (after certain events)

Find: Alexandria (barrel), Tower of Alexandria (barrel), Neos (pot)

Obtain: Lips, Bubble slime, Drakkma, Night sneaker, Hell hopper, Venom wasp, Job, Soulspawn, Smasher, Dark skeleton, Solaris, Mat o' war

Recipe to Make:
None

Use in Recipes:

Rose-wort = medicinal herb + medicinal herb + moonwort bulb

Rose-wort = strong medicine + moonwort bulb

Moon's mercy = moonwort bulb + moonwort bulb + moonwort bulb

Mystifying mixture = medicinal herb + antidotal herb + moonwort bulb

ITEMS

USABLE ITEMS

Buy: N/A

Sell: 1250

LESSER PANACEA



Find: Kingdom of Trudain (chest), Isolated Plateau (chest), Arcadia (pot)

Recipe to Make:
Lesser panacea = special medicine + special medicineUse in Recipes:
Greater panacea = lesser panacea + rose root + rose-wort

YGGDRASIL DEW



Find: Trudain Castle (chest), Kingdom of Ascarina (an Unnamed Isle (chest)), Ilym Gelly (pot), Unknown... (pot)

Obtain: King turestine, Megalodon

Recipe to Make:
Yggdrasil dew = Yggdrasil leaf + magic water

Use in Recipes:

Elf elixir = Yggdrasil dew + magic water

Sage's stone = gold nugget + ochalcite + Yggdrasil dew

Angel cheese = fresh milk + premium mould + Yggdrasil dew

MAGIC WATER



Description: Restores 30 or more MP to a single ally.

Use: Combat or field

Function: Restores 30-35 MP to one ally.

Buy: 100
Sell: 150

Buy: Bryan Gully, Unknown...

Find: Muella Region (chest), Pickham (cabinet), Baccarat (barrel), Argonia (cabinet), Arcadia (barrel, pot), Orkusk (pot), Pirate's Cove (barrel), Savelia Area (chest), Stoly Isle of Neros (chest)

Obtain: Winky, Lon solo, Peoper, Hocus chandler, Phantom woodsmen, Frostburn, Nebstaller

Token Trade: Pickham (100 Tokens)

Recipe to Make: Magic water = holy water + seed of magic

Use in Recipes:

Crimson robe = sage's robe + magic water + nook grass

Silver shield = mirror shield + amor seco essence + magic water

Yggdrasil dew = Yggdrasil leaf + magic water

Elixir elixir = Yggdrasil dew + magic water

Chunky cheese = plain cheese + magic water

ELFIN ELIXIR



Description: Fully restores the MP of a single ally.

Use: Combat or field

Function: Restores one ally to full MP.

Buy: N/A
Sell: 410

Find: Argonia (cabinet), Arcadia Region (chest), Herb Grotto (chest), Bryan Gully (barrel), Isolant Plateau (chest), Unknown... (chest)

Obtain: Soulspawn, Gigantes

Recipe to Make:
Elf elixir = Yggdrasil dew + magic water

Use in Recipes:

None

SEED OF STRENGTH



Description: Permanently increases the strength of a single ally.

Use: Combat or field

Function: Permanently raises strength of one ally by 1-2 points.

Buy: N/A
Sell: 15

Received: Troll's Maze

Find: Alexandria Region (chest), Tower of Alexandria (pot), Muella Region (chest), Pickham (bag), Baccarat (cabinet), Princess Minnie's Castle (chest), Argonia (cabinet), Arcadia (cabinet), Empycchu (pot), E Argonia (chest)

Obtain: Mimic, Geyser, Red horn

Recipe to Make:

None

Use in Recipes:

Strength ring = prayer ring + seed of strength

SEED OF AGILITY



Description: Permanently increases the agility of a single ally.

Use: Combat or field

Function: Permanently raises agility of one ally by 1-2 points.

Buy: N/A
Sell: 15

Find: Waterfall Hot (bag), Tower of Alexandria (chest), Ferry (pot), Kingdom of Ascandra (chest), Red's Den (chest), Saccard Region (chest), W Argonia (chest), World of Darkness (chest)

Obtain: Metal slime, Liquid metal slime

Recipe to Make:

None

Use in Recipes:

Agility ring = prayer ring + seed of agility

SEED OF DEFENCE



Description: Permanently increases the resilience of a single ally.

Use: Combat or field

Function: Permanently raises resilience of one ally by 1-2 points.

Buy: N/A
Sell: 15

Find: Faribury (pot), Pergin Quay (barrel), Kingdom of Ascandra (chest), Pickham Region (chest), Kingdom of Tredain (chest), Mole Hole (pot), Baccarat (pot), Baccarat Region (chest), Orkusk (barrel), Bryan Gully (barrel), Black Citadel (barrel), Savelia Area (chest)

Obtain: Metal slime

Recipe to Make:

None

Use in Recipes:

Ruby of protection = prayer ring + seed of defense

SEED OF WISDOM



Description: Permanently increases the wisdom of a single ally.

Use: Combat or field

Function: Permanently raises wisdom of one ally by 1-2 points.

Buy: N/A
Sell: 10

Received: Faribury

Find: Port Prospect (pot), Muella Region (chest), Pickham (pot), Baccarat (pot), W Argonia (chest), Savelia Cathedral (chest)

Obtain: Mimic king, Blue frog

Recipe to Make:

None

Use in Recipes:

Scholar's specs = ring of awakening + ring of clarity + seed of wisdom

SEED OF SKILL



Description: Permanently increases the skill points of a single ally.

Use: Field only

Function: One ally is given 5 skill points to distribute.

Buy: 2000*
Sell: 50

Buy: Arcadia (one; only)

Find: Pickham Region (chest), Seer's Retreat (cabinet), Empycchu (pot), Neos (chest), Unknown... (chest)

Obtain: Solar, Great Iro, Crocodog

Recipe to Make:

None

Use in Recipes:

None

SEED OF LIFE



Description: Permanently increases the maximum HP of a single ally.

Use: Combat or field

Function: Permanently raises max HP of one ally by 3-4 points.

Buy: N/A
Sell: 10

Received: Troll's Maze

Find: Savelia Area (bird), Faribury Region (chest), Alexandria Region (chest), Ferry (barrel), Kingdom of Ascandra (chest), Pickham (barrel), Princess Minnie's Castle (chest), Arcadia (pot), Herb Grotto (pot), Lord High Priest's Residence (barrel), Black Citadel (barrel), Cape West of Pickham (chest), Land of the Mules (chest)

Obtain: Mumbo-jumbo

Recipe to Make:

None

Use in Recipes:

Recovery ring = prayer ring + seed of life

SEED OF MAGIC



Description: Permanently increases the maximum MP of a single ally.

Use: Combat or field

Function: Permanently raises max MP of one ally by 3-4 points.

Buy: N/A
Sell: 20

Find: Savelia Area (bird), Alexandria (barrel), Pergin Quay (cabinet), Muella Region (chest), Riverside Chapel (cabinet), Swordsman's Labyrinth (pot), Tredain Castle (chest), Neos (barrel), Argonia Alter bazaar (barrel), Arcadia (chest), Pirate's Cove (pot), Dark Empycchu (pot), Kingdom of Tredain (chest)

Obtain: Democrobat

Recipe to Make:

None

Use in Recipes:

Magic water = holy water + seed of magic

Prayer ring = gold ring + seed of magic

HOLY WATER

Buy: 20
Sell: 10**Description:** Temporarily prevents weaker monsters from attacking the party.**Use:** Combat or field**Function:** In the field, has the effect of Holy Protection spell; in combat, it deals 10-15 damage to one enemy.**Buy:** Most item shops**Find:** Firebury (cabinet), Waterfall Hut (bag), Alexandria (pot), Port Prospect (cabinet), Marla Abbey (barrel), Pickham (cabinet), Neos (barrel)**Obtain:** Firespark, Winky, Lost soul, Peeper, Lamp wizard**Recipe to Make:** Holy water = amor seco essence + rock salt**Use in Recipes:**

Sanctus shield = white shield + mirror shield + holy water

Holy infuser = tough guy tattoo + gold rosary + holy water

Amor seco essence = holy water + strong medicine

Magic water = holy water + seed of magic

Mystifying mixture = holy water + wing of bat + coquatl

CHIMAERA WING

Buy: 25
Sell: 13**Description:** Allows you to warp instantly to a selection of places you have previously visited.**Use:** Field only**Function:** Has effect of Zoom spell.**Buy:** Most item shops**Find:** Firebury (chest), Waterfall Cave (chest), Alexandria (cabinet), Port Prospect (barrel), Peregian Quay (barrel), Neos (pot), Orkutuk (pot), Empreccu (pot)**Obtain:** Dracky, Mecha-myrah, Dancing desid, Drakkmage, Imp, Diemmon, Chimaera, Hawk man, Hocus chimaera, Puppet master, Gryphon, Dark condor, War gryphon**Recipe to Make:** Chimaera wing = wing of bat + wing of bat**Use in Recipes:**

Feathered cap = leather hat + chimaera wing

BAUMREN'S BELL

Buy: N/A
Sell: N/A**Description:** Summons a great sabrecat when rung.**Use:** Combat or field**Function:** Summons a sabrecat to follow field) or drives enemies away (in combat). Does not disappear when used. Cannot be sold or dropped.**Received:** Chateau Felix**Recipe to Make:**

None

Use in Recipes:

None

ITEMS**USABLE ITEMS**

MYSTIFYING MIXTURE

Buy: N/A
Sell: 200**Description:** Confuses a single enemy when used as an item during battle.**Use:** Combat only**Function:** Confuses one enemy**Find:** Arcadia (pot)**Recipe to Make:**
Mystifying mixture = medicinal herb + antidotal herb + moonwort bulb
Mystifying mixture = holy water + wing of bat + coquatl**Use in Recipes:**

Rusty old sword = liquid metal sword + mystifying mixture + coquatl

ROCKBOMB SHARD

Buy: 450
Sell: 225**Description:** Explodes when thrown, damaging all enemies.**Use:** Combat only**Function:** Has effect of Bang spell.
Deals 48-96 damage to all enemies.**Buy:** Arcadia, Tryan Gully**Find:** Orkutuk (barrel)**Obtain:** Mindeamon, Rockbomb, Bomboulder, Stone golem, Archdemon**Recipe to Make:**
None**Use in Recipes:**
Magma staff = wizard's staff + rockbomb shard

SAGE'S STONE

Buy: N/A
Sell: 20000**Description:** Restores 100 or more HP to the entire party when used as an item in battle.**Use:** Combat only**Function:** Has effect of Medival.
When used as an item in combat. Does not disappear when used.**Find:** Black Citadel (chest)**Recipe to Make:**
Sage's stone = gold nugget + orchidium + yggdrasil dust**Use in Recipes:**

None

TIMBREL OF TENSION

Buy: N/A
Sell: N/A**Description:** A musical instrument that raises the tension of the entire party.**Use:** Combat only**Function:** Raises tension of all allies by one level. Does not disappear when used. Cannot be sold or discarded.**Obtain:** Alchemy only**Recipe to Make:**
Timbrel of tension = sun crown + tough guy tattoo + magic bend herb**Use in Recipes:**

None

PLAIN CHEESE

Buy: N/A
Sell: 25**Description:** One of Munchie's favourites. Normal, everyday cheese.**Use:** Combat only**Function:** When fed to Munchie, Munchie deals 6-10 fire-based damage to all enemies.**Received:** Waterfall Hut**Find:** Alexandria (pot), Argona (barrel)**Obtain:** Bodkin archer, Fungous, Jackal, Morphine mushroom, Ryguy, Member-jumboe, Mum, Bob, Jim, Boe, Bulldozer, Man o' war**Recipe to Make:**Plain cheese = stretching cheese + c-c cold cheese
Plain cheese = fresh milk + rennet powder**Use in Recipes:**Spicy cheese = plain cheese + red mould
Cold cheese = plain cheese + seaweed mould
Mild cheese = plain cheese + amor seco essence
Hard cheese = plain cheese + rock salt
Chunky cheese = plain cheese + magic water

SPICY CHEESE

Buy: N/A
Sell: 250**Description:** One of Munchie's favourites. Hot and spicy cheese.**Use:** Combat only**Function:** When fed to Munchie, Munchie deals 30-40 fire-based damage to all enemies.**Find:** Neos (bag)**Obtain:** Dancing flame, War gryphon, Abyss diver**Recipe to Make:**

Spicy cheese = plain cheese + red mould

Use in Recipes:Super spicy cheese = spicy cheese + rock grass
Super spicy cheese = spicy cheese + red mould + red mould

SUPER SPICY CHEESE

Buy: N/A
Sell: 600**Description:** One of Munchie's favorites. Really, really spicy cheese.**Use:** Combat only**Function:** When fed to Munchie, Munchie deals 65-85 fire-based damage to all enemies.**Find:** Uncharted Grotto (chest)**Recipe to Make:**Super spicy cheese = spicy cheese + rock grass
Super spicy cheese = spicy cheese + red mould + red mould**Use in Recipes:**Scorching cheese = super spicy cheese + premium mould + dragon dung
Highly-spiced cheese = super spicy cheese + cold cheese + rock salt

SCORCHING CHEESE

Buy: N/A
Sell: 1200**Description:** One of Munchie's favorites. Spicy as hell.**Use:** Combat only**Function:** When fed to Munchie, Munchie deals 130-170 fire-based damage to all enemies.**Obtain:** Alchemy only**Recipe to Make:**

Scorching cheese = super spicy cheese + premium mould + dragon dung

Use in Recipes:

Plain cheese = scorching cheese + c-c-cold cheese

COOL CHEESE

Buy: N/A
Sell: 30**Description:** One of Munchie's favorites. Frosty cool cheese.**Use:** Combat only**Function:** When fed to Munchie, Munchie deals 13-16 ice-based damage to all enemies.**Find:** Saccari (barrel), Argon (pot)**Obtain:** Imp, Frogman, Demander**Recipe to Make:**

Cool cheese = plain cheese + waterweed mould

Use in Recipes:

Chilly cheese = cool cheese + waterweed mould

CHILLY CHEESE

Buy: N/A
Sell: 300**Description:** One of Munchie's favorites. Chilly cheese that's as cold as ice.**Use:** Combat only**Function:** When fed to Munchie, Munchie deals 50-60 ice-based damage to all enemies.**Find:** Drakusk (cabinet)**Obtain:** Dead ringer, Frostburn, Abominant**Recipe to Make:**

Chilly cheese = cool cheese + waterweed mould

Use in Recipes:

Cold cheese = chilly cheese + waterweed mould + waterweed mould

COLD CHEESE

Buy: N/A
Sell: 550**Description:** One of Munchie's favorites. Freezing cold cheese**Use:** Combat only**Function:** When fed to Munchie, Munchie deals 120-140 ice-based damage to all enemies.**Find:** Dark Empycchu (pot)**Recipe to Make:**

Cold cheese = chilly cheese + waterweed mould + waterweed mould

Use in Recipes:

Hazard blade = hastard sword + side dirk + cold cheese

C-c-cold cheese = cold cheese + premium mould + dragon dung

Highly-spiced cheese = super spicy cheese + cold cheese + rock salt

C-C-COLD CHEESE

Buy: N/A
Sell: 1400**Description:** One of Munchie's favorites. teeth-ch-ch-chilling cold cheese that's as wintery as winter in Orkney!**Use:** Combat only**Function:** When fed to Munchie, Munchie deals 210-230 ice-based damage to all enemies.**Obtain:** Alchemy only**Recipe to Make:**

C-c-cold cheese = cold cheese + premium mould + dragon dung

Use in Recipes:

Plain cheese = scorching cheese + c-c-cold cheese

MILD CHEESE

Buy: N/A
Sell: 400**Description:** One of Munchie's favorites. Cheese with healing properties.**Use:** Combat only**Function:** When fed to Munchie, Munchie restores 30-40 HP to all allies.**Received:** Waterfall Hut**Recipe to Make:**

Mild cheese = plain cheese + amot sezo essence

Use in Recipes:

None

CURED CHEESE

Buy: N/A
Sell: 300**Description:** One of Munchie's favorites. Delicious cheese which makes the entire party feel better.**Use:** Combat only**Function:** When fed to Munchie, Munchie restores 100-120 HP to all allies.**Received:** Waterfall Hut**Find:** Black Citadel (barrel)**Recipe to Make:**

Cured cheese = fresh milk + premium mould + amot sezo essence

Use in Recipes:

Power shield = magic shield + strength ring + cured cheese

ANGEL CHEESE

Buy: N/A
Sell: 2100**Description:** One of Munchie's favorites. Blessed by an angel.**Use:** Combat only**Function:** When fed to Munchie, Munchie casts Zeng on a randomly chosen fallen ally.**Find:** Unknown... (pot)**Received:** Waterfall Hut**Recipe to Make:**

Angel cheese = fresh milk + premium mould + Yggdrasil ash

Use in Recipes:

None

HARD CHEESE

Buy: N/A
Sell: 500**Description:** One of Munchie's favourites. Hard, dried cheese.**Use:** Combat only.**Function:** When fed to Munchie, Munchie casts Knuff to raise defence of all allies.**Find:** Black Citadel (barrel)
Obtain: Body point.**Recipe to Make:**
Hard cheese = plain cheese + rock salt**Use in Recipes:**
None

SOFT CHEESE

Buy: N/A
Sell: 500**Description:** One of Munchie's favourites. Soft enough to melt in a mouse's mouth.**Use:** Combat only.**Function:** When fed to Munchie, Munchie casts Katup to lower defence of all enemies in a group.**Obtain:** Head of state**Recipe to Make:**
Soft cheese = fresh milk + nutmeg powder + rock salt**Use in Recipes:**
None

CHUNKY CHEESE

Buy: N/A
Sell: 500**Description:** One of Munchie's favourites. Besides protection against heat and cold.**Use:** Combat only.**Function:** When fed to Munchie, Munchie casts Insulate to protect all allies from fire- and ice-based attacks.**Find:** Unknown... (bag)
Obtain: Right wing**Recipe to Make:**
Chunky cheese = plain cheese + magic water**Use in Recipes:**
None**ITEMS****INGREDIENTS AND OTHER ITEMS**

HIGHLY-STRUNG CHEESE

Buy: N/A
Sell: 500**Description:** One of Munchie's favourites. A tension-string cheese.**Use:** Combat only.**Function:** When fed to Munchie, raises tension of all allies by one level.**Received:** Waterfall Hut
Find: Unknown... (pot)
Obtain: Left wing**Recipe to Make:**
Highly-strung cheese = super spicy cheese + cold cheese + rock salt**Use in Recipes:**
None

INGREDIENTS AND OTHER ITEMS



IRON NAIL

Buy: N/A
Sell: 10**Description:** A common iron nail.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Received:** Penguin Quarry
Find: Ruined Abbey (cabinet)
Obtain: Clockwork curkao, Carribot, Iron scorpion, Mantic, Magic marmotte, Robo-sobin, Mimic king**Recipe to Make:**
None**Use in Recipes:**
Reinforced boomerang = boomerang + iron nail
Puffy hat = leather hat + iron nail
Thief's key = bronze knife + iron nail

ORICHALCUM

Buy: N/A
Sell: 5000**Description:** An incredibly hard precious metal ore.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Received:** Princess Minnie (83 medals)
Find: Godbird's Eye (chest), Black Citadel (chest, barrel).
Unknown... (chest)
Obtain: Metal king slime, Pandora's box, Roin**Recipe to Make:** None**Use in Recipes:**Mighton hammer = conqueror's axe + silver war hammer + orichalcum
Liquid metal sword = rusty old sword + slime crow + orichalcum
Metal king armour = liquid metal armour + slime crown + orichalcum
Metal king shield = numous shield + orichalcum + saint's ashes
Goddess ring = recovery ring + orichalcum
Meteorite bracer = agility ring + agility ring + orichalcum
Sage's stone = gold nugget + orichalcum + Yggdrasil dew

GOLD NUGGET

Buy: N/A
Sell: 5000**Description:** A heavy chunk of solid gold.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Received:** Princess Minnie (52 medals)
Find: Godbird's Eye (chest), Dark Godbird's Eye (chest)
Obtain: Democrobat**Recipe to Make:**
None**Use in Recipes:**
Golden axe = iron axe + gold nugget
Golden bars = silver bars + thinking cap + gold nugget
Sage's stone = gold nugget + orichalcum + Yggdrasil dew

COWPAT

Buy: N/A
Sell: 1**Description:** A fragrant pile of cow manure.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Find:** Piókhám (pot), Swordsman's Labyrinth (pot), Arcadia (barrel), Dark Empycula (pot)
Obtain: (Jeffinis, Tyrus, Buffalo wing, Bulldozer, Freeze fly, Boobieboss)**Recipe to Make:**
None**Use in Recipes:**
Rusty old sword = liquid metal sword + mystifying mixture + cowpat
Raging bull helmet = myrrh balm + fresh milk + cowpot
Mystifying mixture = holy water + wing of bat + cowpot

DRAGON DUNG

Buy: 100
Sell: 50**Description:** A smelly pile of dragon manure.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Buy:** Unknown...**Find:** Arcadia (barrel), Dragon Graveyard (bag), Godbird's Eye (chest), Descent (chest)**Obtain:** Hacksaurs, Freeze fly, Bestzebuzz, Dragum, Bobongs**Recipe to Make:**
None**Use in Recipes:**

Scorching cheese = super spicy cheese + premium mould + dragon dung

C-t-cold cheese = cold cheese + premium mould + dragon dung

SAIN'T'S ASHES

Buy: 12000
Sell: 6000**Description:** Holy ashes that can be used to purify cursed objects.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Buy:** Unknown...**Trade Token:** Baccarat (5000)**Received:** Monster Arena Prize (Rank C)**Find:** Dark Ruins (chest), Dark Godbird's Eye (chest), Black Citadel (barrel), Unknown... (bag)**Obtain:** Dark minister, Dark moth, Dark gryphon, Dark sabrebat, Silhouette, Wight king**Recipe to Make:** None**Use in Recipes:** Sandblown spear = partisan + saint's ashes + (her double-edge + double-edged sword + saint's ashes + saint's ashes)

Leather whip = devil's tail + saint's ashes

Scouring whip = demon whip + saint's ashes

Platinum mail = purple mail + saint's ashes

Metal king shield = ramus shield + anachorum + saint's ashes

Godless shield = Thamuz shield + saint's ashes

Mythic helm = Hades' helm + saint's ashes

Sun crown = skull helm + saint's ashes

Sorcerer's ring = skull ring + saint's ashes + saint's ashes

WING OF BAT

Buy: N/A
Sell: 10**Description:** The large black wing of a bat.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Find:** Okukski (pot)**Obtain:** Drakkine, Fat bat, Maledemon, Hipster, Night emperor, Ritual healer, Shade, Dark condor**Recipe to Make:**

None

Use in Recipes:

Fallen angel rapier = holy silver rapier + devil's tail + wing of bat

Rage wing boomerang = edged boomerang + steel scythe + wing of bat

Dark robe = cloak of evileyes + devil's tail + wing of bat

Chesaura wings = wing of bat + wing of bat

Mystifying mixture = holy water + wing of bat + swamp

MAGIC BEAST HIDE



Buy: N/A

Sell: 70

Description: Sturdy hide obtained from an aggressive animal.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Find:** Trojan Castle (barrel)**Obtain:** Bullfinch, Demnos, Fat bat, Headcheese, Great sabrebat, Jumping jocail, Slemus, Orc king, Hellhound, Frau-frou**Recipe to Make:**
None**Use in Recipes:**

Leather armour = waylader's clothes + magic beast hide

Leather kit = boxer shorts + magic beast hide

Leather dress = dancer's costume + magic beast hide

For poncho = magic beast hide + magic beast hide

Leather shield = pot lid + magic beast hide

Timbre of tension = sun cream + tough guy tattoo + magic beast hide

RENNET POWDER



Buy: 10

Sell: 5

Description: A powder used to turn milk into cheese.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Find:** Ascalith, Argonia (during/after bazaar)**Obtain:** Ascalith (pot), Pickham (pot), Baccarat (barrel), Argonia (2x pot), Arcadia (2x barrel), Empyechu (pot)**Recipe to Make:**
None**Use in Recipes:**

Plain cheese = fresh milk + rennet powder

Soft cheese = fresh milk + rennet powder + rock salt

ROCK SALT



Buy: N/A

Sell: 5

Description: A chunk of rock salt.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Find:** Trojan Castle (pot), Argonia (barrel), Arzada (2x barrel), Pirate's Cove (pot), Empyechu (pot), Dark Empyechu (pot), Black Citadel (barrel), Unknown... (pot)**Obtain:** Mud mannequin, Rockbomb, Ber, Stone guardian**Recipe to Make:**
None**Use in Recipes:**

Holy water = avor seco essence + rock salt

Hard cheese = plain cheese + rock salt

Soft cheese = fresh milk + rennet powder + rock salt

Highly-string cheese = super spicy cheese + cold cheese + rock salt

FRESH MILK



Buy: 50

Sell: 30

Description: Fresh cow's milk, straight from the udder!**Use:** Alchemy pot.**Function:** Recipe ingredient.**Buy:** Argonia (during/after bazaar)**Find:** Field (cow), Pickham (barrel), Baccarat (pot), Arcadia (barrel), Empyechu (pot), Dark Empyechu (pot), Unknown... (2x pot)**Obtain:** Jargon, Buffalo wing, Bobongs**Recipe to Make:**
None**Use in Recipes:**

White shield = light shield + fresh milk + fresh milk

Raging bull helm = mythril helm + fresh milk + cowpot

Plain cheese = fresh milk + rennet powder

Curd cheese = fresh milk + premium mould + avor seco essence

Angel cheese = fresh milk + premium mould + Yggdrasil dew

Soft cheese = fresh milk + rennet powder + rock salt

RED MOULD



Buy: 30

Sell: 15

Description: A chunk of mould with a fleshy red colour.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Buy:** Princess Minnie's Castle, Argonia (during/after bazaar)**Find:** Ascalith (barrel), Pickham (barrel), Sworben's Labyrinth (pot), Empyechu (pot)**Obtain:** Guest mod, Morphean mushroom, Kisser, Paprika, Hipster, Waller's word, Lump shaman, Mushroom mage, Lesser demon, Magic dumbbell, Blood mummy, Buffaloge**Recipe to Make:**
None**Use in Recipes:**

Spicy sheesh = plain cheese + red mould

Super-spicy cheese = spicy cheese + red mould + red mould

Premium mould = red mould + waterweed mould + Yggdrasil leaf

WATERWEED MOULD



Buy: 35

Sell: 10

Description: A chunk of mould that's as cold as ice.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Buy:** Princess Minnie's Castle, Argonia (during/after bazaar)**Find:** Ruined Abbey (barrel), Pickham (barrel), Icicle Castle (pot), Empyechu (pot)**Obtain:** Kisser, Mushroom mage, Frogman, Smacker, Dark seadiv, Killer croaker, Mohawkian, Khelamari kid, King kabo, Pigmation, Abyss diver**Recipe to Make:**
None**Use in Recipes:**

Cook cheese = plain cheese + waterweed mould

Chilly cheese = cool cheese + waterweed mould

Cold cheese = chilly cheese + waterweed mould + waterweed mould

Premium mould = red mould + waterweed mould + Yggdrasil leaf

PREMIUM MOULD

Buy: 500
Sell: 500**Description:** A chunk of rare mould. Very difficult to obtain.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Buy:** Unknown...
Find: Dark Empyrean (pot), Tryn Gally (barrel), Black Citadel (pot), Unknown... (bag)
Obtain: Boss kill**Recipe to Make:**
Premium mould = red mould + seaweed mould + Yggdrasil leaf**Use in Recipes:**
Scorched cheese = super spicy cheese + premium mould + dragon dung
Cold cheese = cold cheese + premium mould + dragon dung
Cured cheese = fresh milk + premium mould + amor seco essence
Angel cheese = fresh milk + premium mould + Yggdrasil dew

NOOK GRASS

Buy: N/A
Sell: 00**Description:** A very powerful herb that must be diluted with other ingredients before it is used.**Use:** Alchemy pot.**Function:** Recipe ingredient.**Received:** Orkishi, Maria's Cottage**Find:** Unknown... (bag)**Obtain:** Hellspawn**Recipe to Make:**

None

Use in Recipes:Crimson robe = sage's robe + magic water + nook grass
Super spicy cheese = spicy cheese + nook grass

MINI MEDAL

Buy: N/A
Sell: N/A**Description:** A tiny medal. Collect enough and you can exchange them with Princess Minnie for prizes.**Use:** Exchange with Princess Minnie for prizes.**Function:** Bring these to Princess Minnie for rewards.**Find:** See Side Quests part of this strategy guide for detailed locations.**Recipe to Make:**

None

Use in Recipes:

None

ITEMS**INGREDIENTS AND OTHER ITEMS**

COPPER MONSTER COIN

Buy: N/A
Sell: 200**Description:** A copper coin dropped by special monsters when defeated. Can be sold for money.**Use:** Can be sold for money.**Function:** Can be sold at any shop.**Obtain:** Take from certain infamous monsters.**Recipe to Make:**
None**Use in Recipes:**
None

SILVER MONSTER COIN

Buy: N/A
Sell: 500**Description:** A silver coin dropped by special monsters when defeated. Can be sold for money.**Use:** Can be sold for money.**Function:** Can be sold at any shop.**Obtain:** Take from certain infamous monsters.**Recipe to Make:**
None**Use in Recipes:**
None

GOLD MONSTER COIN

Buy: N/A
Sell: 1000**Description:** A gold coin dropped by special monsters when defeated. Can be sold for money.**Use:** Can be sold for money.**Function:** Can be sold at any shop.**Obtain:** Take from certain infamous monsters.**Recipe to Make:**
None**Use in Recipes:**
None

THIEF'S KEY

Buy: N/A
Sell: N/A**Description:** Opens most treasure chests.**Use:** On certain locked treasure chests.**Function:** Unlocks most locked treasure chests.**Obtain:** Alchemy only**Recipe to Make:**
Thief's key = bronze knife + iron nail**Use in Recipes:**
Bandit axe = battle-axe + thief's key

MAGIC KEY

Buy: N/A
Sell: N/A**Description:** Opens any treasure chest.**Use:** Opens all treasure chests.**Function:** Unlocks all locked treasure chests.**Find:** Trodai Castle (chest)**Recipe to Make:**
None**Use in Recipes:**
None

ULTIMATE KEY

Buy: N/A
Sell: N/A**Description:** Opens any treasure chest or door.**Use:** Opens any treasure chest and door.**Function:** Unlocks all locked doors and treasure chests.**Received:** Marta's Cottage**Recipe to Make:**
None**Use in Recipes:**
None

IMPORTANT ITEMS



GODBIRD'S SOULSTONE



Description: A sacred gem that allows the party to fly freely through the skies.

Function: Use in field areas to fly.

Received: Dark Godbird's Eye

CRYSTAL BALL



Description: The fortune-telling ball thrown into the waterfall by Kadderzolt.

Function: Return this to Kadderzolt's family.

Received: Waterfall Cave

TOOL BAG



Description: A tool bag left behind by the man who lives atop the waterfall.

Function: Return this to its owner for a reward.

Find: Farbury Region (on field)

JESSICA'S LETTER



Description: Jessica's letter to her family and friends, as retrieved by Munchie.

Function: Reveals Jessica's plan.

Find: Alexandria (examine)

WORLD MAP



Description: A highly-detailed map of the world.

Function: Can be viewed in field areas.

Received: Moella Abbey

VENUS' TEAR



Description: A moment of Yangus's determined youth.

Function: Demanded by Lind in exchange for something important.

Find: Swordsman's Labyrinth (Chest)

Moonshadow Harp



Description: A powerful instrument capable of calling forth a mysterious phantom ocarina.

Function: Bring this to someone capable of playing it.

Received: Mole's Hole

SAND OF SERENITY



Description: A phial of mysterious powder received from Felix.

Function: Use this on a phantom subject.

Received: Chateau Felix

LIZARD HUMOUR



Description: Powdered lizard extract. Used to disguise the odour of human hunters.

Function: Use this before entering Royal Hunting Ground.

Received: Argona

ARGON HEART



Description: A crimson-coloured gemstone obtained by defeating an Argon lizard.

Function: Proof of a prince's valor.

Obtain: Royal Hunting Ground

GREAT BIG ARGON HEART



Description: A humongous Argon heart obtained through the party's hard work on the Royal Hunting Ground.

Function: Proof of a prince's valor.

Obtain: Royal Hunting Ground

MAGIC MIRROR



Description: A royal treasure of the Kingdom of Argona.

Function: Must be restored through some process to the sun mirror.

Find: Argona (examine)

SUN MIRROR



Description: The magic mirror restored to its true form by the power of the sea dragon.

Function: Set this in the pedestal in the Dark Ruins.

Obtain: Receive by recharging the magic mirror.

KRAN SPINELS



Description: A pair of precious jewels that were set into the eyes of the statue of Alexandria.

Function: Requested by Domenico in Arcadia.

Find: Tower of Alexandria (examine)

"THE BIG BOOK OF BARRIERS"



Description: An encyclopaedia of the world's magical barriers.

Function: Required by Dominus in Arcadia.

Find: Arcadia (bookshelf)

MARTA'S BAG



Description: A pouch prepared by Marta for the medicine man, Marek.

Function: Marta asks you to take this to Marek.

Received: Marta's Cottage

ILLUMINATED SEA CHART



Description: An old sea chart that shows the secret path to the Godbird island.

Function: Updates your world map with a secret path.

Obtain: Pirate's Cove

DARKTREE LEAF



Description: Works like a compass, guiding the user to the source of evil.

Function: Guides user to a source of great evil.

Received: Tryan Gully

ECHO FLUTE



Description: A mysterious flute that locates orbs using echoes.

Function: Plays a special tune when an orb is nearby.

Received: Empycthus

GOLD ORB



Description: A gold orb that contains the soul of one of the great sages.

Function: Unknown...

Found: Unknown...

SILVER ORB



Description: A silver orb that contains the soul of one of the great sages.

Function: Unknown...

Found: Unknown...

RED ORB



Description: A red orb that contains the soul of one of the great sages.

Function: Unknown...

Found: Unknown...

BLUE ORB



Description: A blue orb that contains the soul of one of the great sages.

Function: Unknown...

Found: Unknown...

GREEN ORB



Description: A green orb that contains the soul of one of the great sages.

Function: Unknown...

Found: Unknown...

YELLOW ORB



Description: A yellow orb that contains the soul of one of the great sages.

Function: Unknown...

Found: Unknown...

PURPLE ORB



Description: A purple orb that contains the soul of one of the great sages.

Function: Unknown...

Found: Unknown...

GODBIRD SCEPTRE



Description: A divine sceptre created to seal away the power of the Lord of Darkness.

Function: Has some significance in an important battle.

Received: Empycthus

THIEF'S KEY RECIPE



Description: A suspicious-looking document that contains tips on how to make a thief's key.

Function: Updates your recipe list.

Find: Farbury (on ground)

EROS' BOW RECIPE



Description: A strange document that contains tips on how to make Eros' bow.

Function: Updates your recipe list.

Find: Pekken (on ground)

ITEMS

IMPORTANT ITEMS

IMP KNIFE RECIPE



Description: A strange document that contains tips on how to make an imp knife.

Function: Updates your recipe list.

Find: Trodain Castle (on ground)

DRAGON-SLAYER RECIPE



Description: A document containing instructions on how to improve a dragonstone sword.

Function: Updates your recipe list.

Find: Savelia Cathedral (on ground)

MORRIE'S MEMO #1



Description: A strange note containing information about a monster Morrie is seeking.

Function: Contains hint for quest.

Received: Monster Arena

MORRIE'S MEMO #2



Description: A strange note containing information about a monster Morrie is seeking.

Function: Contains hint for quest.

Received: Monster Arena

MORRIE'S MEMO #3



Description: A strange note containing information about a monster Morrie is seeking.

Function: Contains hint for quest.

Received: Monster Arena

MONSTER ARENA KEY



Description: A key received from Morrie that allows you to enter the Monster Arena.

Function: Unlocks Monster Arena main entrance.

Received: Monster Arena



ARMAMENTS

Each character can equip four armaments at once: armour, a shield, a helm, and an accessory. Basic armour provides most of the defensive boost, plus many types of armour have special properties that provide resistance to certain spells or improve the wearer's ability to dodge. Shields and helms provide a lesser defensive boost, although they too may have special defensive properties.

Accessories do all sorts of things. They may boost defence, but they're just as likely to boost attack, agility, or even wisdom stats. With many accessories, the stat boost pales in comparison to the special effect, which may restore HP or provide immunities to certain effects. Other accessories have little use as stat boosters, existing primarily as ingredients to create other items.

ITEMS

ARMOUR

ARMOUR

DANGEROUS BUSTIER



Buy: N/A
Sell: 2900

Description: You'll understand where the danger comes from when Jessica wears it. **Warning!**

Defence: 1

Equipped by: Jessica

Special: Changes Jessica's appearance.

Given: From Princess Minnie (99 medals)

Find: Unknown... (chest)

Recipe to Make:

None

Use in Recipes:

Divine bustier = dangerous bustier + shimmering dress

JESSICA'S OUTFIT



Buy: N/A
Sell: 60

Description: Jessica's clothing from her time in Alexandria.

Defence: 3

Equipped by: Jessica

Special: Changes Jessica's appearance.

Find: Alexandria (cabinet)

Recipe to Make:

None

Use in Recipes:

None

PLAIN CLOTHES



Buy: 30
Sell: 15

Description: An unremarkable garment made of cotton.

Defence: 4

Equipped by: Hero, Yangu, Jessica, Angelo

Special: None

Given: Hero's starting equipment

Buy: Farbury (inn shop)

Find: Farbury (2x cabinet), Ascantha (cabinet)

Obtain: Satyr, Bag o' laughs

Recipe to Make:

None

Use in Recipes:

Wayfarer's clothes = plain clothes + plain clothes

BANDIT'S GRASS SKIRT



Buy: 35
Sell: 18

Description: A rough grass kit of the kind preferred by Yangu.

Defence: 5

Equipped by: Yangu

Special: None

Given: Yangu's starting equipment

Buy: Farbury

Find: Ruined Abbey (turret)

Obtain: Candy cat, Dancing flame, See unkn

Recipe to Make:

None

Use in Recipes:

Boxer shorts = bandit's grass skirt + bandana
Magical skirt = magical mace + bandit's grass skirt + magical hat
Bandit mail = bandit's axe + bandit's grass skirt + heavy armour

WAYFARER'S CLOTHES



Buy: 20
Sell: 35

Description: Sturdy hemp garments beloved by travelers across the world.

Defence: 7

Equipped by: Hero, Yangu, Jessica, Angelo

Special: None

Given: Jessica's starting equipment

Buy: Farbury

Find: Alexandria (cabinet), Argonia (cabinet)

Obtain: Satyr, Fencing fox, Tonic zombie

Recipe to Make:

Wayfarer's clothes = plain clothes + plain clothes

Use in Recipes:

Leather armour = wayfarer's clothes + magic beast hide
Templar's uniform = wayfarer's clothes + Templar's shield
Chain mail = wayfarer's clothes + chain whip

BOXER SHORTS



Buy: N/A
Sell: 50

Description: Unfashionable underpants of the sort often worn by men in their twilight years.

Defence: 8

Equipped by: Yangu

Special: None

Find: Farbury Region (chest), Pickham (bag)

Obtain: Dancing devil, Caped caper

Recipe to Make:

Boxer shorts = bandit's grass skirt + bandana

Use in Recipes:

Leather kilt = boxer shorts + magic beast hide
Robe of serenity = boxer shorts + cloak of evasion

SILK ROBE



Buy: 420

Sell: 210

Description: A high-quality garment woven from pure silk.**Defence:** 10**Equipped by:** Jessica, Angelo**Special:** None**Buy:** Peregrin Quay**Find:** Riverside Cottage (cabinet)**Obtain:** Puppeteer, Bedknob bewyer**Recipe to Make:**

None

Use in Recipes:

None

LEATHER ARMOUR



Buy: 180

Sell: 90

Description: Lightweight armour made of leather.**Defence:** 11**Equipped by:** Hera, Angelo**Special:** None**Buy:** Faribury**Obtain:** Mum**Recipe to Make:**

Leather armour = wayfarer's clothes + magic beast hide

Use in Recipes:

Scale armour = leather armour + dragon scale

LEATHER KILT



Buy: 220

Sell: 110

Description: A sturdy kilt fashioned from animal hide.**Defence:** 12**Equipped by:** Yngus**Special:** None**Buy:** Alexandria, Port Prospect**Find:** Peregrin Quay (pot)**Obtain:** Pan pipe**Recipe to Make:**Leather kilt = boxer shorts + magic beast hide
Leather kilt = leather whip + bandana**Use in Recipes:**

Titan belt = leather kilt + strength ring

TEMPLAR'S UNIFORM



Buy: N/A

Sell: 275

Description: The official uniform of the Templar Knights, whose sworn duty is to protect the church.**Defence:** 13**Equipped by:** Angelo**Special:** None**Given:** Angelo's starting equipment**Obtain:** Skeleton**Recipe to Make:**

Templar's uniform = wayfarer's clothes + Templar's shield

Use in Recipes:

Templar's shield = Templar's uniform + iron shield

LEATHER DRESS



Buy: 380

Sell: 190

Description: A sturdy suit of leather armour made for female adventurers.**Defence:** 15**Equipped by:** Jessica**Special:** None**Buy:** Arcantha**Find:** Arcadia (cabinet)**Recipe to Make:**

Leather dress = dancer's costume + magic beast hide

Use in Recipes:

None

SCALE ARMOUR



Buy: 350

Sell: 175

Description: A suit of armour fashioned from numerous hard scales.**Defence:** 17**Equipped by:** Hera, Angelo**Special:** None**Buy:** Alexandria, Port Prospect, Peregrin Quay**Obtain:** Heligostor, Darkodile, Merman, Niptide**Recipe to Make:**

Scale armour = leather armour + dragon scale

Use in Recipes:

None

CHAIN MAIL



Buy: 500

Sell: 250

Description: A comfortable and lightweight suit of armour constructed from innumerable metal links.**Defence:** 20**Equipped by:** Yngus**Special:** None**Buy:** Peregrin Quay, Simpleton**Find:** Kingdom of Ascanho (chest), Pickham (cabinet)**Obtain:** Walking corpse**Recipe to Make:**

Chain mail = wayfarer's clothes + chain whip

Use in Recipes:

Bronze armour = chain mail + bronze shield

LEATHER CAPE



Buy: 1100

Sell: 550

Description: A sturdy cape made of leather.**Defence:** 22**Equipped by:** Angelo**Special:** None**Buy:** Pickham, West Trodian Church**Find:** Argonia (cabinet)**Obtain:** Hood, Phantom fencer, Tap devil, Volpox, Dark minister, Dark sea-diva, Dulahan**Recipe to Make:** None**Use in Recipes:**

None

DANCER'S COSTUME



Buy: 1300

Sell: 650

Description: A provocative outfit for professional dancers.**Defence:** 25**Equipped by:** Jessica**Special:** Changes Jessica's appearance.**Buy:** Pickham, Baccarat**Find:** Baccarat (cabinet)**Obtain:** Puppet master, Squeak lod**Recipe to Make:** None**Use in Recipes:**Leather dress = dancer's costume + magic beast hide
Dancer's mail = dancer's costume + silver mail

BRONZE ARMOUR

Buy: 640
Sell: 420**Description:** A suit of armour fashioned from forged bronze plates.**Defence:** 24**Equipped by:** Hero**Special:** None**Buy:** Ascarith, Pickham**Recipe to Make:**

Bronze armour = chain mail + bronze shield

Use in Recipes:

None

IRON CUIRASS

Buy: 1000
Sell: 500**Description:** Iron armour that only covers the wearer's chest.**Defence:** 25**Equipped by:** Yungus**Special:** None**Buy:** Ascarith**Obtain:** Mies rover, Robo-robin, Killing machine, Buffalogue**Recipe to Make:**

Iron cuirass = iron shield + iron shield

Use in Recipes:

Silver cuirass = iron cuirass + silver platter + silver platter

FUR PONCHO

Buy: N/A
Sell: 1100**Description:** A sturdy fur garment capable of reducing damage from fire- and ice-based attacks by 20 points.**Defence:** 29**Equipped by:** Yungus**Special:** Damage from fire- and ice-based attacks is reduced by 20.**Find:** Empercha (cabinet)**Recipe to Make:**

Fur poncho = magic beast hide + magic beast hide

Use in Recipes:

Fur hood = fur poncho + feathered cap

ITEMS

ARMOUR

CLOAK OF EVASION

Buy: 3000
Sell: 1500**Description:** A magical cloak that makes it easier to dodge enemy attacks.**Defence:** 29**Equipped by:** Jessica, Angelo**Special:** Increases ability to dodge enemy attacks.**Buy:** Peddler's Tent, Arcadia, Peddler in Neos (after certain events)**Find:** Argonia (chest), Arcadia (cabinet)**Obtain:** Hobgoblin**Recipe to Make:**

None

Use in Recipes:Robe of serenity = boxer shorts + cloak of evasion
Dark robe = cloak of evasion + devil's tail + wing of bat

IRON ARMOUR

Buy: 1800
Sell: 900**Description:** Heavy and sturdy iron armour.**Defence:** 32**Equipped by:** Hero, Yungus**Special:** None**Buy:** Baccarat**Find:** Uncharted Island west of Mania Abbey (chest)**Obtain:** Restless armour, Infernal armour, Ber**Recipe to Make:**

None

Use in Recipes:

None

ROBE OF SERENITY

Buy: N/A
Sell: 3600**Description:** A robe that reduces damage suffered while the wearer is asleep.**Defence:** 34**Equipped by:** Jessica**Special:** Reduces damage dealt to wearer by half when sleeping.**Obtain:** Alchemy only.**Recipe to Make:**

Robe of serenity = boxer shorts + cloak of evasion

Use in Recipes:

None

TURTLE SHELL

Buy: 2500
Sell: 1100**Description:** A large turtle shell worn in place of armour by those who don't mind looking silly.**Defence:** 37**Equipped by:** Yungus**Special:** None**Buy:** Peddler's Tent, Peddler in Neos (after certain events)**Obtain:** Boh, Crayzee**Recipe to Make:**

None

Use in Recipes:

None

BUNNY SUIT

Buy: N/A
Sell: 1775**Description:** A charming and seductive outfit worn by professional bunny girls.**Defence:** 38**Equipped by:** Jessica**Special:** Changes Jessica's appearance when worn with bunny ears and fishnet stockings.**Given:** Monks Arena Prize (Rank 1)**Recipe to Make:**

Bunny suit = silk bustier + bunny tail

Use in Recipes:

None

FULL-PLATE ARMOUR

Buy: 2500
Sell: 1150**Description:** Armour made from forged steel plates that covers the wearer's entire body.**Defence:** 39**Equipped by:** Hero**Special:** None**Buy:** Savella Cathedral, Neos**Recipe to Make:**

None

Use in Recipes:

Magic armour = full plate armour + prayer ring + ruby of protection

MAGIC VESTMENT

Buy: 4400
Sell: 2200**Description:** An enchanted garment that reduces damage from spells by 2/3.
Defence: 39**Equipped by:** Jessica, Angelo**Special:** Damage from Fizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 2/3.**Buy:** Argonia, Savella Cathedral**Find:** Arcadia (chest)**Obtain:** Fallen priest, Night priest**Recipe to Make:**
None**Use in Recipes:**
Sage's robe = magic vestment + scholar's cap

ZOMBIE MAIL

Buy: N/A
Sell: 250**Description:** Ill-fated armour surrounded by an air of danger.
Defence: 42**Equipped by:** Angelo**Special:** Curses wearer when equipped, deals damage to wearer when wearer walks in field and dungeon areas.**Find:** Northwest Isle (island)**Obtain:** Dark dollahan**Recipe to Make:**Zombie mail = zombiesbane + silver mail
Zombie mail = platinum mail + devil's tail**Use in Recipes:**

Platinum mail = zombie mail + saint's ashes

SILVER CUIRASS

Buy: 3200
Sell: 1600**Description:** Silver armour that covers the wearer's chest.
Defence: 44**Equipped by:** Xangus**Special:** None**Buy:** Noai**Recipe to Make:**

Silver cuirass = iron cuirass + silver platter + silver platter

Use in Recipes:

None

SILK BUSTIER

Buy: 5500
Sell: 2750**Description:** A high-quality bustier made of silk.**Defence:** 44**Equipped by:** Jessica**Special:** None**Buy:** Argonia (during/after bazaar)**Recipe to Make:**
None**Use in Recipes:**
Bunny suit = silk bustier + bunny tail

SPANGLED DRESS

Buy: N/A
Sell: 2350**Description:** A chic dress worn by fashionable women-about-town.**Defence:** 46**Equipped by:** Jessica**Special:** None**Token Trade:** Baccarat (3000 tokens)**Find:** Baccarat (cabinet)**Obtain:** Swaggin' hipster, Unholy bishop**Recipe to Make:**

None

Use in Recipes:
Shimmering dress = spangled dress + gold bracer + ruby of protection

POSH WAISTCOAT

Buy: N/A
Sell: 3250**Description:** A stylish, high-quality vest that raises its wearer's defence.**Defence:** 46**Equipped by:** Angelo**Special:** None**Given:** From Process Miners (16 medals)**Recipe to Make:**

None

Use in Recipes:
None

SILVER MAIL

Buy: 4300
Sell: 3400**Description:** Silver armour that reduces damage from enemy spells by 20 points.**Defence:** 50**Equipped by:** Hero, Angelo**Special:** Damage from Fizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 20.**Buy:** Argonia, Savella Cathedral**Recipe to Make:**
None**Use in Recipes:**
Dancer's mail = dancer's costume + silver mail
Zombie mail = zombiesbane + silver mail
Dragon mail = silver mail + dragon scale + dragon scale
Mirror armor = silver mail + mirror shield + mirror shield

MAGIC BIKINI

Buy: 13,800
Sell: 6500**Description:** An enchanted bikini that reduces damage from enemy spells by 15 points.**Defence:** 50**Equipped by:** Jessica**Special:** Changes Jessica's appearance when worn. Damage from Fizz, Sizz, and Bang-type spells is reduced by 15.**Buy:** Arcadia**Recipe to Make:**
None**Use in Recipes:**
None

HEAVY ARMOUR

Buy: 5000
Sell: 2500**Description:** Thick armour that reduces damage from fire- and ice-based spells by 15 points.**Defence:** 52**Equipped by:** Xangus**Special:** Damage from fire- and ice-based spells is reduced by 15.**Buy:** Argonia (during/after bazaar)**Obtain:** Lethal armour**Recipe to Make:**
None**Use in Recipes:**
Bandit mail = bandit axe + bandit's grass skirt + heavy armour

SAGE'S ROBE



Buy: N/A
Sell: 11,000

Description: A magical robe that reduces damage from spells by 25 points.

Defence: 55

Equipped by: Angelo

Special: Damage from Frizz, Sizz, Crack, and Bang-type spells is reduced by 25.

Find: Lord High Priest's Residence (cabinet)

Recipe to Make:

Sage's robe = magic vestment + scholar's cap

Use in Recipes:

Crimson robe = sage's robe + magic water + moor grass

MAGICAL SKIRT



Buy: N/A
Sell: 3350

Description: An enchanted skirt that reduces damage from enemy spells by 2/3.

Defence: 55

Equipped by: Jessica

Special: Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 2/3.

Obtain: Alchemy only

Recipe to Make:

Magical skirt = magical mace + bandit's grass skirt + magical hat

Use in Recipes:

Angie's robe = magical skirt + flowing dress

MAGIC ARMOUR



Buy: 6100
Sell: 3750

Description: Enchanted armour that reduces damage from enemy spells by 15 points.

Defence: 55

Equipped by: Dara, Angelo

Special: Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 15.

Buy: Argonia (during/after bazaar), Arcadia

Obtain: Body politic

Recipe to Make:

Magic armour = full plate armour + prayer ring + ruby of protection

Use in Recipes:

Spiked armour = edged boomerang + magic armour

ITEMS

ARMOUR

DANCER'S MAIL



Buy: N/A
Sell: 8200

Description: Lighter than most armours, this armour allows the wearer to dodge enemy attacks more easily.

Defence: 57

Equipped by: Angelo

Special: Increases ability to dodge enemy attacks.

Obtain: Alchemy only

Recipe to Make:

Dancer's mail = dancer's costume + silver mail

Use in Recipes:

None

FLOWING DRESS



Buy: 14,000
Sell: 7400

Description: A sacred dress that reduces damage from fire- and ice-based spells by 1/3.

Defence: 59

Equipped by: Jessica

Special: Damage from fire- and ice-based attacks is reduced by 1/3.

Buy: Tryan Gully

Recipe to Make:

None

Use in Recipes:
Angie's robe = magical skirt + flowing dress

DRAGON MAIL



Buy: 12,000
Sell: 6000

Description: Armour harvested from dragon scales. Provides excellent protection from fire- and ice-based spells.

Defence: 60

Equipped by: Herio, Yangus

Special: Damage from fire- and ice-based attacks is reduced by 20.

Buy: Orkubik

Recipe to Make:

Dragon mail = silver mail + dragon scale + dragon scale

Use in Recipes:

None

VELVET CAPE



Buy: N/A
Sell: 5300

Description: A durable cape made of velvet.

Defence: 60

Equipped by: Angelo

Special: None

Buy: Orkubik

Obtain: Hover hood, Unholy bishop

Recipe to Make:

None

Use in Recipes:

None

SHIMMERING DRESS



Buy: N/A
Sell: 6800

Description: A mysterious dress that occasionally reflects a spell cast on the wearer back at the caster.

Defence: 67

Equipped by: Jessica

Special: Sometimes reflects spells cast on wearer back to caster.

Obtain: Alchemy only

Recipe to Make:

Shimmering dress = spangled dress + gold bracer + ruby of protection

Use in Recipes:

Shamhir of light = rune staff + shimmering dress + light shield
Princess's robe = shimmering dress + Angie's robe + gold rosary
Dance master = dangerous master + shimmering dress

SPIKED ARMOUR



Buy: N/A
Sell: 9500

Description: Mysterious armour that reflects damage back at the enemy who afflicted it.

Defence: 68

Equipped by: Herio, Yangus

Special: Sometimes reflects a percentage of damage dealt to wearer back to attacker.

Obtain: Alchemy only

Recipe to Make:

Spiked armour = edged boomerang + magic armour

Use in Recipes:

None

PLATINUM MAIL



Buy: N/A
Sell: 4900

Description: Platinum armour that reduces damage from enemy spells by 15 points.

Defence: 72

Equipped by: Hero, Angelo

Special: Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 15.

Obtain: Hell's gatekeeper

Recipe to Make:

Platinum mail = zombie mail + saint's ashes

Use in Recipes:

Zombie mail = platinum mail + devil's tail

ANGEL'S ROBE



Buy: N/A
Sell: 25,000

Description: A sacred robe that increases the wearer's resistance to sudden-death spells.

Defence: 73

Equipped by: Jessica, Angelo

Special: Strong against Whack-type spells.

Obtain: Alchemy only

Recipe to Make:

Angel's robe = magical skirt + flowing dress

Use in Recipes:

Princess's robe = shimmering dress + angel's robe + gold rosary

BANDIT MAIL



Buy: 15,000
Sell: 7000

Description: Sturdy armour made from an exotic metal.

Defence: 80

Equipped by: Yangu

Special: None

Buy: Impyachu, Dark Impyachu

Recipe to Make:

Bandit mail = bandit axe + bandit's grass skirt + heavy armour

Use in Recipes:

Giant armour = bandit mail + mighty armlet + mighty armlet

CRIMSON ROBE



Buy: N/A
Sell: 11,250

Description: A fiery red robe that reduces damage from ice-based attacks by 20 points.

Defence: 82

Equipped by: Jessica, Angelo

Special: Damage from ice-based attacks is reduced by 20.

Obtain: Alchemy only

Recipe to Make:

Crimson robe = sage's robe + magic water + nook grass

Use in Recipes:

None

SACRED ARMOUR



Buy: N/A
Sell: 7750

Description: Magical armour that regenerates the wearer's HP during battle.

Defence: 64

Equipped by: Hero, Angelo

Special: At the end of each turn, the wearer recovers 30 HP.

Given: From Princess Minnie (75 modals)

Recipe to Make:

None

Use in Recipes:

None

DARK ROBE



Buy: N/A
Sell: 10,500

Description: A jet-black robe that makes it easier to dodge enemy attacks.

Defence: 87

Equipped by: Yangu

Special: Increases ability to dodge enemy attacks.

Find: Black Gadir (cabinet)

Obtain: Invisible swordman

Recipe to Make:

Dark robe = cloak of evasion + devil's tail + wing of bat

Use in Recipes:

Phantom mask = dark robe + iron headgear

MIRROR ARMOUR



Buy: 21,000
Sell: 15,000

Description: Mysterious armour that occasionally reflects a spell cast on the wearer back at the caster.

Defence: 92

Equipped by: Hero, Angelo

Special: Sometimes reflects spells cast on wearer back to caster.

Buy: Tryan Gully

Obtain: Servant of darkness

Recipe to Make:

Mirror armour = silver mail + mirror shield + mirror shield

Use in Recipes:

None

PRINCESS'S ROBE



Buy: N/A
Sell: 26,000

Description: A royal robe that reduces damage from spells by 10 points.

Defence: 94

Equipped by: Jessica

Special: Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 30.

Obtain: Alchemy only

Recipe to Make:

Princess's robe = shimmering dress + angel's robe + gold rosary

Use in Recipes:

None

GIGANT ARMOUR



Buy: 18,000
Sell: 9000

Description: Special armour that reduces damage from fire- and ice-based spells by 30 points.

Defence: 95

Equipped by: Yangu

Special: Damage from fire- and ice-based spells is reduced by 30.

Buy: Tryan Gully

Recipe to Make:

Gigant armour = bandit mail + mighty armlet + mighty armlet

Use in Recipes:

None

Liquid Metal Armour



Buy: N/A
Sell: 4750

Description: Metallic armour that reduces damage from curses by 2/3.

Defence: 101

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Damage from Curse-type spells is reduced by 2/3.

Find: Unknown... (chest)

Token Trade: Sarcasm (50,000 tokens)

Recipe to Make:

None

Use in Recipes:

Metal king armour = liquid metal armour + slime crown + orichalcum

Dragon Robe



Buy: N/A
Sell: 7500

Description: The finest robe available. Reduces damage from fire- and ice-based spells by 40 points.

Defence: 103

Equipped by: Isolka, Angelo

Special: Damage from fire- and ice-based spells is reduced by 40.

Given: Monster Arms Prize (Rank 5)

Recipe to Make:

None

Use in Recipes:

None

Divine Bustier



Buy: N/A
Sell: 57,000

Description: A mysterious bustier that allows the wearer to dodge enemy attacks more easily.

Defence: 105

Equipped by: Jessica

Special: Changes Jessica's appearance when worn. Increases ability to dodge enemy attacks.

Obtain: Alchemy only

Recipe to Make:

Divine bustier = dangerous bustier + shimmering dress

Use in Recipes:

None

ITEMS

SHIELDS

Metal King Armour



Buy: N/A
Sell: 5000

Description: The ultimate suit of armour offering the strongest possible defence.

Defence: 120

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Damage from fire- and ice-based attacks is reduced by 30.

Obtain: Alchemy only

Recipe to Make:

Metal king armour = liquid metal armour + slime crown + orichalcum

Use in Recipes:

None

SHIELDS



Buy: 40
Sell: 20

Description: The lid to a large cooking pot, commandeered to act as a makeshift shield of sorts.

Defence: 2

Equipped by: Yangus, Jessica

Special: None

Buy: Pregin Quay

Find: Farbury (cabinet), Ferry (barrel)

Obtain: Melchiah-nah, Cambori

Recipe to Make: None

Use in Recipes:

Pot lid = leather shield + magic beast hide

Leather Shield



Buy: 70
Sell: 55

Description: A simple shield made of leather stretched over wood.

Defence: 4

Equipped by: Hero, Yangus, Angelo

Special: None

Buy: Farbury

Find: Farbury (chest)

Obtain: Cromdog

Recipe to Make: Leather shield = pot lid + magic beast hide

Use in Recipes:

Scale shield = leather shield + dragon scale

Bronze shield = leather shield + bronze knife

Scale Shield



Buy: n/a
Sell: 90

Description: A shield made from extremely hard scales.

Defence: 7

Equipped by: Hero, Yangus, Jessica, Angelo

Special: None

Buy: Alexandria, Port Prospect, Pregin Quay

Find: Tower of Alexandra (chest)

Obtain: Headhunter, Yabbi, Wild boarfish

Recipe to Make: Scale shield = leather shield + dragon scale

Use in Recipes:

Snakeskin whip = leather whip + scale shield

SILVER PLATTER



Buy: N/A
Sell: 100

Description: A silver serving platter large enough to serve as a makeshift shield.

Defence: 8

Equipped by: Jessica

Special: None

Token Trade: Pickham (500 tokens)

Find: Le Club Puff Puff (cabinet)

Recipe to Make:

None

Use in Recipes:

Silver corset = iron corset + silver platter + silver platter

White shield = silver platter + iron shield

Silver tiara = silver platter + coral harp

BRONZE SHIELD



Buy: 320
Sell: 165

Description: A large shield of beaten bronze.

Defence: 10

Equipped by: Hero, Yangus

Special: None

Buy: Ascardia

Find: ruined Abbey (chest)

Obtain: Dark skeleton

Recipe to Make:

Bronze shield = leather shield + bronze knife

Use in Recipes:

Bronze armour = chain mail + bronze shield

KITTY SHIELD



Buy: N/A
Sell: 550

Description: A light and durable shield sporting a cute kitty-cat motif.

Defence: 12

Equipped by: Jessica, Angelo

Special: None

Find: Swordsman's Labyrinth (chest)

Obtain: Metal slime knight, Berserker

Recipe to Make:

None

Use in Recipes:

None

TEMPLAR'S SHIELD



Buy: N/A
Sell: 875

Description: A shield spiced by Templar ergots. Reduces the damage from certain fire- or ice-based attacks by 5 points.

Defence: 14

Equipped by: Angelo

Special: Damage from fire- and ice-based attacks is reduced by 5.

Find: Wsler's Peak (chest)

Obtain: Same knight, Battle beetle

Recipe to Make:

Templar's shield = Templar's uniform + iron shield

Use in Recipes:

Templar's uniform = wayfarer's clothes + Templar's shield

IRON SHIELD



Buy: 720
Sell: 360

Description: A forged iron shield. Reduces the damage from certain fire- or ice-based attacks by 5 points.

Defence: 15

Equipped by: Hero, Yangus

Special: Damage from fire- and ice-based attacks is reduced by 5.

Buy: Pickham

Find: Pickham Bazaar (chest)

Obtain: Restless armour, Wic, Bone baron, Mohawker, Octavian pirate

Recipe to Make: None

Use in Recipes:

Iron corset = iron shield + iron shield

Templar's shield = Templar's uniform + iron shield

White shield = silver platter + iron shield

LIGHT SHIELD



Buy: 2250
Sell: 1125

Description: A light and easy-to-handle shield that can be used by anyone.

Defence: 17

Equipped by: Hero, Yangus, Jessica, Angelo

Special: None

Buy: Bazaar, Argonia, Neos

Find: S Argonia (chest)

Recipe to Make:

None

Use in Recipes:

Shambar of light = rune staff + light shield + shimmering dress

White shield = light shield + fresh milk + fresh milk

STEEL SHIELD



Buy: 2500
Sell: 1250

Description: A steel shield that reduces the damage from fire- and ice-based attacks by 7 points.

Defence: 22

Equipped by: Hero, Yangus

Special: Damage from fire- and ice-based attacks is reduced by 7.

Buy: Savella Cathedral, Neos

Find: W Argonia (chest)

Obtain: Odishan

Recipe to Make:

None

Use in Recipes:

Magic shield = steel shield + prayer ring + ruby of protection

Dragon shield = steel shield + dragon scale + dragon scale

WHITE SHIELD



Buy: N/A
Sell: 1800

Description: A sacred shield that reduces the damage from fire-based attacks by 10 points.

Defence: 24

Equipped by: Jessica, Angelo

Special: Damage from fire-based attacks is reduced by 10.

Obtain: Alchemy only

Recipe to Make:

White shield = silver platter + iron shield

White shield = light shield + fresh milk + fresh milk

Use in Recipes:

Saintless shield = white shield + mirror shield + holy water

MAGIC SHIELD



Buy: 5000
Sell: 2500

Description: An enchanted shield that reduces the damage from spells by 15 points.

Defence: 27

Equipped by: Hero, Angelo

Special: Damage from Fire, Frost, and Flare-type spells is reduced by 15.

Buy: Argonia (during after bazaar), Arcadia

Recipe to Make:

Magic shield = steel shield + prayer ring + ruby of protection

Use in Recipes:

Flame shield = flaming boomerang + magic shield

Ice shield = icicle disk + magic shield

Power shield = magic shield + strength ring + cured cheese

DRAGON SHIELD



Buy: 6900
Sell: 3450

Description: A shield fashioned from dragon scales. Grants excellent resistance to fire- and ice-based attacks.

Defence: 30

Equipped by: Hero, Yngus

Special: Damage from fire- and ice-based attacks is reduced by 25.

Buy: Orkutsk

Find: Dragon Graveyard (chest)

Recipe to Make:

Dragon shield = steel shield + dragon scale + dragon scale

Use in Recipes:

None

ICE SHIELD



Buy: 8300
Sell: 4300

Description: A shield that increases the wielder's resistance to ice-based attacks when used as an item in battle.

Defence: 33

Equipped by: Hero, Angelo

Special: Damage from ice-based attacks is reduced by 5. When used in combat, all allies gain protection from ice-based spells and attacks.

Buy: Orkutsk

Recipe to Make:

Ice shield = icicle dirk + magic shield

Use in Recipes:

None

FLAME SHIELD



Buy: 7100
Sell: 3550

Description: A metal item that increases the wielder's resistance to fire-based attacks when used as an item in battle.

Defence: 34

Equipped by: Yngus, Jessica

Special: Damage from fire-type attacks is reduced by 10. When used in combat, all allies gain protection from fire-based spells and attacks.

Buy: Empychu, Dark Empychu

Recipe to Make:

Flame shield = flametang boomerang + magic shield

Use in Recipes:

Flametang boomerang = swallowtail + flame shield

ITEMS

SHIELDS

BONE SHIELD



Buy: N/A
Sell: 8750

Description: This handy monster-bone shield can also be boiled to make a delicious soup stock.

Defence: 36

Equipped by: Yngus

Special: None

Find: Pirate's Cove (chest)

Recipe to Make:

None

Use in Recipes:

None

POWER SHIELD



Buy: 18,000
Sell: 9000

Description: A shield that restores some of the user's HP when used as an item in battle.

Defence: 38

Equipped by: Hero, Yngus, Angelo

Special: Damage from fire- and ice-based attacks is reduced by 15. When used in combat, casts Midheal on wearer (recovers ~80 HP).

Buy: Tryan Gully

Find: Pickham (chest)

Obtain: Left wing

Recipe to Make:
Power shield = magic shield + strength ring + cured cheese

Use in Recipes:

Cheiron's bow = Erizo's bow + power shield

MIRROR SHIELD



Buy: 15,000
Sell: 7500

Description: A mysterious shield that occasionally reflects a spell cast on the wearer back at the caster.

Defence: 43

Equipped by: Hero, Angelo

Special: Sometimes reflects spells cast on wearer back to caster.

Buy: Tryan Gully

Recipe to Make:

None

Use in Recipes:

Mirror armour = silver mail + mirror shield + mirror shield
Saintess shield = white shield + mirror shield + holy water
Silver shield = mirror shield + amor seco essence + magic water

OGRE SHIELD



Buy: N/A
Sell: 10,500

Description: A massive shield that reduces the damage from fire- and ice-based attacks by 10 points.

Defence: 45

Equipped by: Hero, Yngus

Special: Damage from fire- and ice-based attacks is reduced by 10.

Find: Desert (chest)

Recipe to Make:

None

Use in Recipes:

None

SAINTESS SHIELD



Buy: N/A
Sell: 28,000

Description: A holy shield that reduces the damage from fire- and ice-based attacks by 2/3.

Defence: 46

Equipped by: Jessica

Special: Damage from fire- and ice-based attacks is reduced by 2/3.

Obtain: Alchemy only

Recipe to Make:

Saintess shield = white shield + mirror shield + holy water

Use in Recipes:

None

SILVER SHIELD



Buy: N/A
Sell: 16,000

Description: Forged from melted, a rare form of silver, this shield reduces the damage from fire-based attacks by 10 points.

Defence: 48

Equipped by: Hero, Yngus, Angelo

Special: Damage from fire-based attacks is reduced by 20.

Find: Black Cavel (chest)

Recipe to Make:

Silver shield = mirror shield + amor seco essence + magic water

Use in Recipes:

None

BIG BOSS SHIELD



Buy: N/A
Sell: 12,000

Description: Lowers the enemy's defence when used as an item during battle.

Defence: 50

Equipped by: Yanguo

Special: When used in combat casts the Kasap spell (lowers defence of enemies).

Given: From Duggy Dove at Pickham Black Market (after certain accomplishments)

Recipe to Make:

None

Use in Recipes:

None

RUINOUS SHIELD



Buy: N/A
Sell: 2900

Description: An unlucky shield surrounded by an air of danger.

Defence: 50

Equipped by: Hera, Yanguo, Angelo

Special: Curses wearer when equipped, damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells and fire- and ice-based attacks is increased by 50%.

Find: Northwest Isle (chest)

Obtain: Hell's gatekeeper

Recipe to Make:

Ruinous shield = metal king shield + devil's tail

Use in Recipes:

Metal king shield + ruinous shield + orichalcum + saint's ashes

THANATOS' SHIELD



Buy: N/A
Sell: 3650

Description: An ill-fated shield surrounded by an air of danger.

Defence: 55

Equipped by: Hera, Yanguo, Angelo

Special: Curses wearer when equipped, wearer cannot act in first turn of combat.

Find: Unknown... (chest)

Recipe to Make:

Thanatos' shield = goddess shield + devil's tail

Use in Recipes:

Goddess shield + Thanatos' shield + saint's ashes

GODDESS SHIELD



Buy: N/A
Sell: 47,500

Description: A holy shield that reduces damage from fire- and ice-based spells by up to half.

Defence: 55

Equipped by: Jessica, Angelo

Special: Damage from fire- and ice-based spells is reduced by up to half.

Obtain: Alchemy only

Recipe to Make:

Goddess shield = Thanatos' shield + saint's ashes

Use in Recipes:

Thanatos' shield = goddess shield + devil's tail

METAL KING SHIELD



Buy: N/A
Sell: 5000

Description: The ultimate shield. Reduces damage from fire- and ice-based spells by 50 points.

Defence: 65

Equipped by: Hera, Yanguo, Jessica, Angelo

Special: Damage from fire- and ice-based spells is reduced by 50%.

Obtain: Alchemy only

Recipe to Make:

Metal king shield = ruinous shield + orichalcum + saint's ashes

Use in Recipes:

Ruinous shield = metal king shield + devil's tail

HELMETS

BANDANA



Buy: 45
Sell: 23

Description: A normal cloth bandana. A favorite of Hero's.

Defence: 1

Equipped by: Hero

Special: None

Given: Hero's starting equipment

Buy: Preggin Quay

Obtain: Bowlin archer, Sillic, Mummy boy, Skuldrider, Blood mummy, Killer croaker

Recipe to Make: None

Use in Recipes: Boxer shorts = bandana's green skirt + bandana
Leather kit = leather whip + bandana
Turban = bandana + bandana
Mercury's bandana = bandana + agility ring

LEATHER HAT



Buy: 65
Sell: 33

Description: A popular hat made of leather.

Defence: 3

Equipped by: Hero, Yanguo, Jessica, Angelo

Special: None

Given: Yanguo's starting equipment

Buy: Farbury

Find: Waterfall Cave (chest)

Obtain: Bunicorn, Besleebboy, High roller, Dark sabrecat

Recipe to Make: None

Use in Recipes: Pointy hat = leather hat + iron nail
Feathered cap = leather hat + chimera wing

HAIRBAND



Buy: 150
Sell: 75

Description: A cute and functional hairband for ladies.

Defence: 5

Equipped by: Jessica

Special: None

Given: Jessica's starting equipment

Buy: Preggin Quay

Find: Red's Den (cabinet), Argonia (cabinet)

Obtain: Dingding, Bag o' laughs, Chimera, Garuda, Heligator, Darkside

Recipe to Make: None

Use in Recipes: Bunny ears = hairband + bunny tail

POINTY HAT

Buy: 70
Sell: 35**Description:** A small hat with a pointed top.**Defence:** 7**Equipped by:** Yanguis**Special:** None**Buy:** Peregrin Quay**Obtain:** Squid kid**Recipe to Make:**

Pointy hat = leather hat + iron nail

Use in Recipes:

Stone hardhat = stone axe + pointy hat

TURBAN

Buy: 410
Sell: 205**Description:** A protective head-dress made from a long strip of cloth that is wrapped around the head.**Defence:** 8**Equipped by:** Hera, Yanguis**Special:** None**Buy:** Simpleton, Ascantha**Find:** Argonia (cabinet)**Obtain:** Mummy boy, Mummy, Terror lobby**Recipe to Make:**

Turban = bandana + bandana

Use in Recipes:

None

FEATHERED CAP

Buy: N/A
Sell: 200**Description:** A stylized hat that's as light as a feather.**Defence:** 9**Equipped by:** Hera, Yanguis, Jessica, Angelo**Special:** None**Find:** Maella Region (chest), Argonia (barrel)**Obtain:** Night fox**Recipe to Make:**

Feathered cap = leather hat + chimera wing

Use in Recipes:

Fur hood = fur poncho + feathered cap

Hermes' hat = feathered cap + Mercury's bandana

Puppy hat = feathered cap + elevating shoes

ITEMS

HELMETS

BUNNY EARS

Buy: N/A
Sell: 450**Description:** A delightful hairband sporting a pair of perky bunny ears.**Defence:** 14**Equipped by:** Jessica**Special:** Changes Jessica's appearance when worn with bunny suit and fishnet stockings.**Obtain:** Alchemy only**Recipe to Make:**

Bunny ears = hairband + bunny tail

Use in Recipes:

None

STONE HARDHAT

Buy: N/A
Sell: 435**Description:** An unfashionable, helmet-like hat cleaved from stone.**Defence:** 15**Equipped by:** Yanguis**Special:** None**Find:** Mole Hole (chest)**Obtain:** Mad mole, Cockatoo, Bombsoulder, Living statue**Recipe to Make:**

Stone hardhat = stone axe + pointy hat

Use in Recipes:

Stone axe = cypress stick + stone hardhat

Bronze helmet = bronze knife + bronze knife + stone hardhat

IRON HELMET

Buy: 1100
Sell: 550**Description:** An entirely undistinguished helmet made of iron.**Defence:** 16**Equipped by:** Hera, Angelo**Special:** None**Buy:** Pickham**Find:** E Argonia (chest)**Obtain:** Battle beetle, Jab, Iron rhino, Claws, Octavian sentry**Recipe to Make:**

None

Use in Recipes:

Sledgehammer = giant mallet + iron helmet + iron helmet

FUR HOOD

Buy: 1100
Sell: 700**Description:** A warm hood made of thick fur.**Defence:** 18**Equipped by:** Hera, Yanguis**Special:** None**Buy:** West Trodain Church**Obtain:** Silvers**Recipe to Make:**

Fur Hood = fur poncho + feathered cap

Use in Recipes:

None

HERMES' HAT

Buy: N/A
Sell: 1400**Description:** A hat imbued with the power of the Zoom spell.**Defence:** 20**Equipped by:** Hera, Yanguis, Jessica, Angelo**Special:** When used on the field, casts Zoom spell.**Obtain:** Alchemy only**Recipe to Make:**

Hermes' hat = feathered cap + Mercury's bandana

Use in Recipes:

None

CORAL HAIRPIN

Buy: 950
Sell: 475**Description:** An accessory carved from a beautiful piece of coral.**Defence:** 20**Equipped by:** Jessica**Special:** None**Buy:** Raicarai**Obtain:** Wailin' wend, King kelp, Siren**Recipe to Make:**

None

Use in Recipes:

Silver tiara = silver platter + coral hairpin

SLIME CROWN



Buy: N/A
Sell: 6000

Description: The crown worn by a king slime.

Defence: 20

Equipped by: Yangu

Special: None

Find: Hiltip Hut (on the ground), Tryan Gully (barrel)

Obtain: King slime, Metal king slime.

Recipe to Make:

None

Use in Recipes:

Liquid metal sword = rusty old sword + slime crown + orichalcum
King axe = golden axe + slime crown

Metal king armour = liquid metal armour + slime crown + orichalcum

BRONZE HELMET



Buy: N/A
Sell: 1125

Description: A helmet made from several bronze sheets hammered together.

Defence: 20

Equipped by: Hero, Angelo

Special: None

Obtain: Alchemy only

Recipe to Make:

Bronze helmet = bronze knife + bronze knife + stone hardhat

Use in Recipes:

None

MERCURY'S BANDANA



Buy: N/A
Sell: 2000

Description: A magical bandana that increases the wearer's agility.

Defence: 23

Equipped by: Hero

Special: Agility +15 while equipped.

Obtain: Sestaur

Recipe to Make:

Mercury's rapier = fallen angel rapier + Mercury's bandana +

Mercury's bandana = Hermes' hat = feathered cap + Mercury's bandana

SILVER TIARA



Buy: 1450
Sell: 725

Description: A beautifully handcrafted piece of decorative headwear.

Defence: 24

Equipped by: Jessica

Special: None

Buy: Argonia

Find: Arcadia Region (chest)

Recipe to Make:

Silver tiara = silver platter + coral hairpin

Use in Recipes:

Golden tiara = silver tiara + thinking cap + gold nugget

IRON MASK



Buy: 3300
Sell: 1750

Description: An iron mask that fully covers the wearer's face for improved defence.

Defence: 25

Equipped by: Hero, Yangu

Special: None

Buy: Argonia (during/after bazaar), Arcadia, Solstella Cathedral, Fiedu

Find: Pickham Region (chest)

Obtain: Shadow

Recipe to Make:

None

Use in Recipes:

None

MAGICAL HAT



Buy: 2300
Sell: 2000

Description: Unmagical, and in spite of its name, the hat boasts absolutely no special magical properties at all.

Defence: 25

Equipped by: Jessica

Special: None

Buy: Argonia (during/after bazaar), Arcadia

Find: Argonia (chest)

Obtain: Dark slime, Mucho macho, Grim rider

Recipe to Make:

None

Use in Recipes:

Magical skirt = magical mace + bandit's grass skirt + magical hat
Scholar's cap = magical hat + scholar's specs

PIRATE'S HAT



Buy: N/A
Sell: 1400

Description: An impressive hat worthy of a pirate captain.

Defence: 30

Equipped by: Hero

Special: None

Obtain: Heavy hood

Recipe to Make:

None

Use in Recipes:

None

PLATINUM HEADGEAR



Buy: N/A
Sell: 2050

Description: A beautiful platinum helm.

Defence: 30

Equipped by: Hero, Angelo

Special: None

Token Trade: Pickham (5000) tokens

Recipe to Make:

None

Use in Recipes:

None

HAPPY HAT



Buy: N/A
Sell: 10,000

Description: A magical hat that gradually restores MP as the wearer walks around.

Defence: 31

Equipped by: Jessica, Angelo

Special: Gradually restores MP as you walk in field and dungeon areas

Given: From Dodgy Dave at Pickham Black Market (after certain accomplishments)

Recipe to Make:

Happy hat = feathered cap + elevating shoes

Use in Recipes:

Elevating shoes = happy hat + fishnet stockings

IRON HEADGEAR



Buy: 5500
Sell: 2750

Description: Headgear reinforced with iron sheets for improved defence.

Defence: 32

Equipped by: Hero, Yangu

Special: None

Buy: Orkuk

Find: World of Darkness (chest)

Obtain: Dark deviling

Recipe to Make:

None

Use in Recipes:

Thinking cap = iron headgear + scholar's cap
Phantom mask = dark robe + iron headgear

SCHOLAR'S CAP



Buy: N/A
Sell: 5750

Description: A mysterious cap that increases the wearer's wisdom.

Defence: 33

Equipped by: Jessica, Angelo

Special: Wisdom +10 while equipped.

Obtain: Alchemy only

Recipe to Make:

Scholar's cap = magical hat + scholar's specs

Use in Recipes:

Sage's robe = magic vestment + scholar's cap
Thinking cap = iron headgear + scholar's cap

HADES' HELM



Buy: N/A
Sell: 4250

Description: A strange helm surrounded by an air of danger.

Defence: 33

Equipped by: Hero, Yangu

Special: Curses wearer when equipped, wearer cannot act in first turn of combat.

Find: Pirat's Cove (chest)

Obtain: Hell gladiator, Servant of darkness

Recipe to Make:

Hades' helm = mythril helm + devil's tail

Use in Recipes:

Hell scythe = steel scythe + poison mith knife + Hades' helm
Mythril helm = Hades' helm + Saint's ashes

ITEMS

HELMETS

THINKING CAP



Buy: 15,000
Sell: 6500

Description: A magical helm that increases the wearer's wisdom.

Defence: 38

Equipped by: Jessica, Angelo

Special: Wisdom +15 while equipped.

Buy: Tryan Gally

Obtain: Head of state

Recipe to Make:

Thinking cap = iron headgear + scholar's cap

Use in Recipes:

Golden tiara = silver tiara + thinking cap + gold nugget

MYTHRIL HELM



Buy: 15,500
Sell: 8800

Description: An exquisite helm crafted from the rare form of silver known as 'mythril'.

Defence: 38

Equipped by: Hero, Yangu

Special: None

Buy: Empycchu, Dark Empycchu

Recipe to Make:

Mythril helm = Hades' helm + saint's ashes

Use in Recipes:

Hades' helm = mythril helm + devil's tail

Raging bull helm = mythril helm + fresh milk + cowpat

RAGING BULL HELM



Buy: N/A
Sell: 16,500

Description: A helmet sporting two large horns. Get in touch with your inner bull.

Defence: 42

Equipped by: Hero, Yangu

Special: None

Obtain: Alchemy only

Recipe to Make:

Raging bull helm = mythril helm + fresh milk + cowpat

Use in Recipes:

None

GOLDEN TIARA



Buy: N/A
Sell: 26,000

Description: A sacred tiara that makes its wearer more resistant to a variety of spells.

Defence: 43

Equipped by: Jessica

Special: Increases resistance to Whack, Snooze, Fizzle and Piddle-type attacks.

Obtain: Alchemy only

Recipe to Make:

Golden tiara = silver tiara + thinking cap + gold nugget

Use in Recipes:

None

GREAT HELM



Buy: 16,000
Sell: 8000

Description: A special helm coated from a magical metal far stronger than steel.

Defence: 45

Equipped by: Hero, Yangu

Special: None

Buy: Tryan Gally

Recipe to Make:

None

Use in Recipes:

None

PHANTOM MASK



Buy: N/A
Sell: 29,000

Description: A mysterious mask that allows the wearer to dodge enemy attacks more easily.

Defence: 48

Equipped by: Angelo

Special: Increases ability to dodge enemy attacks.

Obtain: Alchemy only

Recipe to Make:

Phantom mask = dark robe + iron headgear

Use in Recipes:

None

SKULL HELM



Buy: N/A
Sell: 4500

Description: An eerie helm surrounded by an air of danger.

Defence: 49

Equipped by: Yngus

Special: Curses wearer when equipped, wearer's attack power is reduced to 0.

Find: Isolated Plateau (chest), Unknown... (chest)

Recipe to Make:

Skull helm = sun crown + devil's tail

Use in Recipes:

Sun crown = skull helm + saint's ashes

SUN CROWN



Buy: N/A
Sell: 37,000

Description: A special crown capable of nullifying spells which might otherwise confuse or put its wearer to sleep.

Defence: 52

Equipped by: Hero, Jessica

Special: Greatly increases resistance to Snootz and Fuddle-type attacks.

Obtain: Alchemy only

Recipe to Make:

Sun crown = skull helm + saint's ashes

Use in Recipes:

Skull helm = sun crown + devil's tail

Timbrel of tension = sun crown + tough guy tattoo + magic beast hide

METAL KING HELM



Buy: N/A
Sell: 10,000

Description: The ultimate helm. Bestows a strong resistance to a variety of spells.

Defence: 55

Equipped by: Hero, Yngus, Jessica, Angelo

Special: Increases resistance to Whack, Snooze, Fuddle, and Huzzle-type attacks.

Given: From Princess Minnie (50 medals)

Recipe to Make:

None

Use in Recipes:

None

ACCESSORIES

STRENGTH-RING



Buy: N/A
Sell: 325

Description: A magical ring that increases the wearer's attack power.

Attack: +5

Equipped by: Hero, Yngus, Jessica, Angelo

Special: None

Find: Arcadia (cabinet)

Given: Monster Arms Prize (Rank G)

Obtain: Muddy hand

Recipe to Make: Strength ring = prayer ring + seed of strength

Use in Recipes:

Hunter's bow = cypress stick + cypress stick + strength ring
Titan belt = leather kit + strength ring

Power shield = magic shield + strength ring + cured cheese

Mighty armlet = strength ring + titan belt

TOUGH GUY TATTOO



Buy: 2400
Sell: 1200

Description: A removable tattoo with a strange design. Increases attack power when worn.

Attack: +6

Equipped by: Hero, Yngus, Jessica, Angelo

Special: None

Buy: Argonia (during/after bazaar)

Find: Baccarat Region (chest)

Obtain: Hoodium, Troll, Belial, Antichoman

Recipe to Make:

None

Use in Recipes:

Falcon knife = tough guy tattoo + slime earrings + agility ring

Timbrel of tension = sun crown + tough guy tattoo + magic beast hide

Holy talisman = tough guy tattoo + gold rosary + holy water

TEMPLAR CAPTAIN'S RING



Buy: N/A
Sell: N/A

Description: The signet ring of the Captain of the Templars. Formerly belonged to Marcello.

Attack: +10 **Wisdom:** +10

Equipped by: Hero, Yngus, Jessica, Angelo

Special: Cannot be sold or dropped.

Given: From Marcello in Necis (after certain events).

Recipe to Make:

None

Use in Recipes:

None

TITAN BELT



Buy: N/A
Sell: 1500

Description: A magical belt that increases the wearer's attack power.

Attack: +10

Equipped by: Hero, Yngus, Jessica, Angelo

Special: None

Token Trade: Pikkum (1500 tokens).

Find: Arcadia (chest), Arcadia Region (chest)

Obtain: Cockatoo, Skeleton soldier, Jackal ripper, Golem, lokiller

Recipe to Make:

Titan belt = leather kit + strength ring

Use in Recipes:

Mighty armlet = strength ring + titan belt

MIGHTY ARMLET



Buy: N/A
Sell: 4500

Description: A magical bracer that increases the power of its wearer's attacks.

Attack: +15

Equipped by: Hero, Yngus, Jessica, Angelo

Special: None

Given: Monster Arms Prize (Rank D)

Find: Isolated Plateau (chest)

Obtain: Stone guardian

Recipe to Make:

Mighty armlet = strength ring + titan belt

Use in Recipes:

Dragon slayer = dragonbane + mighty armlet

Uber war hammer = war hammer + mighty armlet

Giant amour = bandit mail + mighty armlet + mighty armlet

ARGON RING



Buy: N/A
Sell: N/A

Description: A keepsake from Hero's parents.

Attack: +20 **Agility:** +20

Equipped by: Hero, Yngus, Jessica, Angelo

Special: Cannot be sold or dropped.

Given: Unknown...

Recipe to Make:

None

Use in Recipes:

None

LADY'S RING



Buy: N/A
Sell: N/A

Description: An extravagant and expensive ring lost by a rich woman.

Defence: 2

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Cannot be sold or dropped.

Find: Ascartha (on ground)

Recipe to Make:

None

Use in Recipes:

None

GOLD BRACER



Buy: 350
Sell: 175

Description: A pure gold bracer that increases the wearer's defence.

Defence: 4

Equipped by: Hero, Yangus, Jessica, Angelo

Special: None

Buy: Argonia (during/after bazaar)

Given: Femy

Find: Trodian Castle (dag), Arcadia (cabinet)

Obtain: Fencing foil, Chainme, Dingding, Goodybag, Diablo, Gold golem, Lesser skemon, Nobo mache

Recipe to Make: None

Use in Recipes:

Shimmering dress = spangled dress + gold bracer + ruby of protection
Life bracer = gold bracer + recovery ring

SLIME EARRINGS



Buy: 400
Sell: 200

Description: Cute earrings in the shape of slimes.

Defence: 4

Equipped by: Hero, Yangus, Jessica, Angelo

Special: None

Buy: Peregrin Quay, Ascartha

Find: Alexandria Region (chest)

Obtain: Sheslime, Puppeteer, Slime knight, Metal slime knight, King slime, Magic marionette.

Recipe to Make:

None

Use in Recipes:

Falcon knife = tough guy tattoo + slime earrings + ugly ring

ITEMS

ACCESSORIES

LIFE BRACER



Buy: N/A
Sell: 7000

Description: A beautiful bracer that increases the wearer's maximum HP by 30.

Defence: 5

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Max HP +30

Obtain: Dark devildog

Recipe to Make:

Life bracer = gold bracer + recovery ring

Use in Recipes:

Uber miracle sword = miracle sword + life bracer

Staff of resurrection = Yggdrasil leaf + nine staff + life bracer

PRAYER RING



Buy: 8000
Sell: 1500

Description: A ring that restores some of the wearer's MP when used as an item.

Defence: 5

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Restores 20-30 MP when used, but may break.

Buy: Argonia (only during bazaar from peddler on hill)

Find: W Argonia (chest); Black Citadel (barrel); E Argonia (chest)

Token Trade: Baccarat (1000 tokens)

Obtain: Goodybag; High riffer

Recipe to Make: Prayer ring = gold ring + seed of magic

Use in Recipes:

Magic armour = full plate armour + prayer ring + ruby of protection

Magic shield = steel shield + prayer ring + ruby of protection

Strength ring = prayer ring + seed of strength

Recovery ring = prayer ring + seed of life

Ruby of protection = prayer ring + seed of defense

Agility ring = prayer ring + seed of agility

GOSPEL RING



Buy: N/A
Sell: N/A

Description: A holy ring that wards off monsters when worn.

Defence: 5

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Non-boss monsters will not attack while worn. Cannot be sold or discarded.

Given: From Trade upon completion of Defend Monster List

Recipe to Make:

None

Use in Recipes:

None

TEMPLAR'S RING



Buy: N/A
Sell: N/A

Description: A ring, engraved with a religious symbol, which Angelo gave to Jessica.

Defence: 5

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Cannot be sold or discarded.

Given: From Angelo in Simpleton after certain events

Recipe to Make:

None

Use in Recipes:

None

DRAGON SCALE



Buy: N/A
Sell: 240

Description: A warrior's lucky charm, made from a hand-worked dragon scale.

Defence: 5

Equipped by: Hero, Yangus, Jessica, Angelo

Special: None

Find: Royal Hunting Ground (chest); Dark Ruins (chest); Arcadia (cabinet); Dark Empyrean (pot); Desert (chest)

Obtain: Hacksaurus, Frost wyrone, Dragum, Tyrantosaurus, Frou-hou, Sea dragons, Seawr

Recipe to Make: None

Dragon tail = snakeskin whip + dragon scale + dragon scale

Scale armour = leather armour + dragon scale

Dragon mail = silver mail + dragon scale + dragon scale

Scale shield = leather shield + dragon scale

Dragon shield = steel shield + dragon scale + dragon scale

GARTER



Buy: 16/6
Sell: 700

Description: Provocative underwear for seductive ladies.

Defence: 6

Equipped by: Jessica

Special: None

Find: Red's Den (chest); Trodian Castle (cabinet); Baccarat (cabinet)

Obtain: Witch, Dark turkey, Fowlfighter

Recipe to Make:

None

Use in Recipes:

Eros' bow = hunter's bow + garter

FISHNET STOCKINGS



Buy: N/A
Sell: 900

Description: A pair of fishnet stockings. Perfect for bunny girls.

Defence: 0

Equipped by: Jessica

Special: Changes Jessica's appearance when worn with bunny ears and bunny tail.

Given: From Princess Minnie (28 medals)

Obtain: Ice queen

Recipe to Make:

None

Use in Recipes:

Elevating shoes = happy hat + fishnet stockings

GOLD RING



Buy: 2000
Sell: 1000

Description: A ring that slightly increases the wearer's defence.

Defence: 10

Equipped by: Hero, Yangus, Jessica, Angelo

Special: None

Buy: Argonia (during after bazaar)

Find: Pickham Region (chest), Baizarat (cabinet)

Obtain: Diabolio, Night emperor, Gold golem, Ghoul, Bloody hand

Recipe to Make: None

Use in Recipes:

Prayer ring = gold ring + seed of magic

Ring of truth = sandstorm spear + gold ring

Ring of immunity = poison needle + gold ring

Full moon ring = poison moth knife + gold ring

Ring of awakening = dream blade + gold ring

Ring of clarity = fallen angel rapier + gold ring

RING OF TRUTH



Buy: N/A
Sell: 700

Description: A ring that makes the wearer resistant to illusion attacks.

Defence: 10

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Wearer is more resistant to Dazzle-type attacks.

Find: Dark Godbird's Eye (chest)

Recipe to Make:

Ring of truth = sandstorm spear + gold ring

Use in Recipes:

Catholicon ring = ring of truth + ring of immunity + full moon ring

RING OF IMMUNITY



Buy: N/A
Sell: 750

Description: A ring that makes the wearer resistant to poison attacks.

Defence: 10

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Wearer is more resistant to poison-type attacks.

Obtain: Alchemy only

Recipe to Make:

Ring of immunity = poison needle + gold ring

Use in Recipes:

Catholicon ring = ring of truth + ring of immunity + full moon ring

HOLY TALISMAN



Buy: N/A
Sell: 2400

Description: A sacred talisman that increases the wearer's resistance to sudden-death spells.

Defence: 10

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Wearer is more resistant to Whack-type spells.

Obtain: Alchemy only

Recipe to Make:

Holy talisman = tough guy tattoo + gold rosary + holy water

Use in Recipes:

Holy Silver rapier = Templar's sword + holy talisman

Zombie slayer = zombiesbane + holy talisman

FULL-MOON RING



Buy: N/A
Sell: 600

Description: A ring that makes the wearer resistant to paralysis attacks.

Defence: 10

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Wearer is more resistant to paralysis-type attacks.

Obtain: Temptar

Recipe to Make:

Full moon ring = poison moth knife + gold ring

Use in Recipes:

Catholicon ring = ring of truth + ring of immunity + full moon ring

RING OF AWAKENING



Buy: N/A
Sell: 550

Description: A ring that makes the wearer resistant to sleep attacks.

Defence: 10

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Wearer is more resistant to Snooze-type attacks.

Obtain: Alchemy only

Recipe to Make:

Ring of awakening = dream blade + gold ring

Use in Recipes:

Scholar's specs = ring of awakening + ring of clarity + seed of wisdom

RING OF CLARITY



Buy: N/A
Sell: 650

Description: A ring that makes the wearer resistant to confusion attacks.

Defence: 10

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Wearer is more resistant to Fuddle-type attacks.

Given: Monster Arms Prize (Rank E)

Recipe to Make:

Ring of clarity = fallen angel rapier + gold ring

Use in Recipes:

Scholar's specs = ring of awakening + ring of clarity + seed of wisdom

RECOVERY RING



Buy: N/A
Sell: 4800

Description: A wonderful ring that gradually restores HP as the wearer walks around.

Defence: 15

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Wearer regains HP while walking in field and dungeon areas.

Find: Rydon's Tower (chest)

Obtain: Pandora's box

Recipe to Make:

Recovery ring = prayer ring + seed of life

Use in Recipes:

Talisman bracer = gold bracer + recovery ring

Goddess ring = recovery ring + orchidium

CATHOLICON RING



Buy: N/A
Sell: 18,000

Description: A ring that makes the wearer resistant to a variety of attacks, including sleep, paralysis, and confusion.

Defence: 15

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Wearer is more resistant to Snore, Fuddle, Dazzle, poison and paralyzing attacks.

Obtain: Alchemy only

Recipe to Make:

Catholicon ring = ring of truth + ring of immunity + full moon ring

Use in Recipes:

None

RUBY OF PROTECTION



Buy: 5100
Sell: 1550

Description: A beautiful ruby that increases the wearer's defence.

Defence: 15

Equipped by: Hero, Yangus, Jessica, Angelo

Special: None

Buy: Argonia (during/after bazaar)

Find: Baccarat (chest), Orkutik (po)

Obtain: Living statue, Elysium bird

Recipe to Make:

Ruby of protection = prayer ring + seed of defence

Use in Recipes:

Magic amulet = full plate armour + prayer ring + ruby of protection

Shimmering dress = spangled dress + gold bracer + ruby of protection

Magic shield = steel shield + prayer ring + ruby of protection

BUNNY TAIL



Buy: 50
Sell: 25

Description: A soft and comfortable accessory.

Agility: +2

Equipped by: Hero, Yangus, Jessica, Angelo

Special: None

Buy: Argonia (closing/after bazaar)

Find: Aeolia Region (chest), Pickham (cabinet), Baccarat (cabinet), Arcalia (cabinet)

Obtain: unicorn, Skipper, Spiked hare, Night sneaker, Dark gryphon, See angel

Recipe to Make: None

Use in Recipes:

Bunny ears = hairband + bunny tail

Bunny suit = silk burber + bunny tail

ITEMS

ACCESSORIES

ELEVATING-SHOES



Buy: N/A
Sell: 50

Description: Wear them for a happily elevating experience!

Agility: +5

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Wearer gains EXP while walking in field and dungeon areas.

Obtain: Liquid metal slime, Hell hopper

Recipe to Make:

Elevating shoes = happy hat + fishnet stockings

Use in Recipes:

Happy hat = feathered cap + elevating shoes

DEVIL'S TAIL



Buy: 200
Sell: 100

Description: The tail of a demon surrounded by an air of danger.

Agility: +10

Equipped by: Hero, Yangus, Jessica, Angelo

Special: Curses wearer when equipped. Wearer's resistance to spell damage and effects is lowered.

Buy: Unknown...

Find: Argonia (chest), Herb Grutto (chest), World of Darkness (chest)

Obtain: Tap devil, Demon thunderer, Caped caperz

Recipe to Make: None

Use in Recipes:

Fallen angel rapier = Italy silver rapier + devil's tail + wing of bat

Double-edged sword = über double-edge + devil's tail

Demon spear = battle fork + ponson needle + devil's tail

Hipp knife = assassin's dagger + devil's tail

Leather whip = devil's tail + saint's ashes

Demons whip = scourge whip + devil's tail

Dark robe = cloak of evasion + devil's tail + wing of bat

Zombie mail = platinum mail + devil's tail

Ramius shield = metal king shield + devil's tail

Thanatos' shield = goddess shield + devil's tail

Hades' helm = mythril helm + devil's tail

Skull helm = sun crown + devil's tail

Skull ring = devil's tail + somer's ring

METEORITE-BRACER



Buy: N/A
Sell: 2500

Description: A mystical bracer that allows the wearer to move at a blinding speed.

Agility: +50

Equipped by: Hero, Yangus, Jessica, Angelo

Special: None

Given: From Princess Minnie (50 medals)

Recipe to Make:

Meteorite bracer = agility ring + agility ring + orichalcum

Use in Recipes:

Ober falcon blade = falcon blade + meteorite bracer

AGILITY RING



Buy: N/A
Sell: 100

Description: A magical ring that increases the wearer's agility.

Agility: +15

Equipped by: Hero, Yangus, Jessica, Angelo

Special: None

Token Trade: Pickham (1000 tokens)

Find: Kingdom of Ascarth (chest), Blizzard Peaks (chest), Holy Isle of Neos (chest)

Recipe to Make:

Agility ring = prayer ring + seed of agility

Use in Recipes:

Falkan knife = tough guy tattoo + slime earrings + agility ring

Merkury's bandana = bandana + agility ring

Meliorite bracer = agility ring + agility ring + orichalcum

SKULL RING



Buy: N/A
Sell: 425

Description: An eerie ring surrounded by an air of danger.

Agility: +15

Equipped by: Yangu, Jessica, Angelo

Special: Curses wearer when equipped. Wearer's Max MP is reduced by 1/2.

Find: Argonia (chest)

Obtain: Wight king

Recipe to Make:

Skull ring = devil's tail + sorcerer's ring

Use in Recipes:

Sorcerer's ring = skull ring + saint's ashes + saint's ashes

GOLD ROSARY



Buy: 500
Sell: 250

Description: A pure gold rosary that slightly increases the wearer's wisdom.

Wisdom: +5

Equipped by: Hero, Yangu, Jessica, Angelo

Special: None

Buy: Savela Cathedral, Neos

Find: Neos (cabinet)

Obtain: Tortured soul

Recipe to Make: None

Use in Recipes:

Holy lance = long spear + gold rosary

Princess's robe = shimmering dress + angel's robe + gold rosary

Holy talisman = tough guy tattoo + gold rosary + holy water

SORCERER'S RING



Buy: N/A
Sell: 7250

Description: A magical ring that increases the wearer's maximum MP by 30 points.

Wisdom: +10

Equipped by: Hero, Yangu, Jessica, Angelo

Special: Max MP +30.

Obtain: Alchemy only

Recipe to Make:

Sorcerer's ring = skull ring + saint's ashes + saint's ashes

Use in Recipes:

Skull ring = devil's tail + sorcerer's ring

SCHOLAR'S SPECS



Buy: 2700
Sell: 1350

Description: A pair of spectacles that makes the wearer appear more intelligent.

Wisdom: +15

Equipped by: Hero, Yangu, Jessica, Angelo

Special: None

Buy: Argonia (during/after bazaar)

Find: Neos (bag)

Obtain: Mummy, Puppet player, Dead ringer, Sea dragon

Recipe to Make:

Scholar's specs = ring of awakening + ring of clarity + seed of wisdom

Use in Recipes:

Scholar's cap = magical hat + scholar's specs

GODDESS RING



Buy: N/A
Sell: 25,500

Description: A wonderful ring that gradually restores MP as the wearer walks around.

Wisdom: +20

Equipped by: Hero, Yangu, Jessica, Angelo

Special: Wearer regains MP while walking in field and dungeon areas. Wearer is resistant to Snooze, Fuddle, and Paralysis-type attacks.

Obtain: Alchemy only

Recipe to Make:

Goddess ring = recovery ring + orichalcum

Use in Recipes:

None.

WEAPONS

There are 11 different types of weapon in *Dragon Quest VIII*. Each character can equip any of the weapons their skill sets give them access to, with the exception of flails, which are rare weapons for Yngus that are not associated with a particular skill set. Weapons are listed by type in order of their attack value. Attack power is important, but keep in mind that certain weapons have special traits that may make them much more powerful than their attack value suggests! Check the special field to see which weapons can hit multiple targets, strike multiple times, apply status effects to their targets or cast spells when used in combat!

JESSICA & SWORDS

Jessica can use swords after allocating 30 points to her Knife skill.

ITEMS

SWORDS

SWORDS

CYPRESS STICK

Buy: 10
Sell: 5

Description: A simple wooden stick carved from a sturdy cypress branch.

Attack: 4

Equipped by: Hero

Special: None

Buy: Farebury, Peregian Quay
Find: Farebury (cabinet, chest)
Obtain: Capsicum, Lump mage, Mud mannequin

Recipe to Make:

None

Use in Recipes:

Iron lance = cypress stick + dagger
Long spear = cypress stick + cypress stick + iron lance
Stone axe = cypress stick + stone hatchet
Hunter's bow = cypress stick + cypress stick + strength ring

SOLDIER'S SWORD

Buy: N/A
Sell: 75

Description: A cheap sword given to palace guardmen at Trocain Castle.

Attack: 8

Equipped by: Hero

Special: None

Received: Hero's starting equipment
Obtain: Skeleton, Lethal armor

Recipe to Make:

None

Use in Recipes:

None

STONE SWORD

Buy: N/A
Sell: N/A

Description: A rather dull-looking sword carved from stone.

Attack: 12

Equipped by: Hero, Jessica*

Special: Cannot be sold or dropped.

Received: From townspeople in Arcada

Recipe to Make:

None

Use in Recipes:

None

COPPER SWORD

Buy: 270
Sell: 155

Description: A widely used sword made out of copper.

Attack: 15

Equipped by: Hero, Jessica*

Special: None

Buy: Farebury, Alessandria
Find: Waterfall Cave (chest)
Obtain: Capsicum, Jun, Hawkman, Demondrider

Recipe to Make:

Copper sword = bronze knife + bronze knife

Use in Recipes:

None

RAPIER

Buy: 300
Sell: 150

Description: A refined sort of sword with an extremely narrow blade.

Attack: 17

Equipped by: Angelo

Special: None

Buy: Simpleton
Received: Angelo's starting equipment
Obtain: Night fox, Paprika, Magic dumbbell

Recipe to Make:

None

Use in Recipes:

None

STEEL BROADSWORD

Buy: 2000
Sell: 1000

Description: A sturdy sword made from forged steel.

Attack: 35

Equipped by: Hero, Jessica*

Special: None

Buy: Ascantha, Pickham
Find: Kingdom of Ascantha (chest)
Obtain: Boe, Hunter mech, Infernal armour, Skeleton soldier, Gargoyle, Jabberwocker, Kite, Killing machine, Zombie gladiator

Recipe to Make:

None

Use in Recipes:

None

TEMPLAR'S SWORD

Buy: N/A
Sell: 1175



Description: A rapier carried by Templar knights as proof of their status.

Attack: 36

Equipped by: Angelo

Special: None

Find: Trodain Castle (chest)
Obtain: Phantom Fencer, Volpone

Recipe to Make:

None

Use in Recipes:

Holy silver rapier = Templar's sword + holy talisman

FALCON BLADE

Buy: N/A
Sell: 5000



Description: A sword capable of slicing twice in rapid succession, faster than a falcon in flight.

Attack: 37

Equipped By: Hero, Jessica*, Angelo

Special: Attacks twice.

Token Trade: Baccarat (10,000 tokens)

Recipe to Make:

None

Use in Recipes:

Über falcon blade = falcon blade + meteorite bracer

RUSTY OLD SWORD

Buy: N/A
Sell: N/A



Description: Once a legendary blade. Now just a rusty and chipped old sword.

Attack: 45

Equipped by: Hero, Jessica*

Special: Cannot be sold or dropped

Find: Trodain Castle (chest)
Obtain: Invisible Swordsman

Recipe to Make:

Rusty old sword = liquid metal sword + mystifying mixture + cowpal

HOLY SILVER RAPIER

Buy: 6600
Sell: 3300



Description: A rapier forged from silver consecrated by the church.

Attack: 54

Equipped by: Angelo

Special: None

Buy: Savilla Cathedral, Neos
Find: Blizzard Peaks (chest)

Recipe to Make:

Holy silver rapier = templar's sword + holy talisman

Use in Recipes:

Fallen angel rapier = holy silver rapier + devil's tail + wing of bat

ZOMBIESBANE

Buy: 6300
Sell: 3150



Description: A holy sword created for slaying zombies and other undead monsters.

Attack: 54

Equipped by: Hero, Jessica*

Special: Deals additional damage to zombie-type monsters.

Buy: Argonia (during/after bazaar)

Recipe to Make:

None

Use in Recipes:

Zombie slayer = zombiesbane + holy talisman

Zombie mail = zombiesbane + silver mail

ÜBER FALCON BLADE

Buy: N/A
Sell: 25000



Description: An improved version of the falcon blade, but with a far sharper edge.

Attack: 55

Equipped by: Hero, Jessica*, Angelo

Special: Attacks twice.

Obtain: Alchemy only

Recipe to Make:

Über falcon blade = falcon blade + meteorite bracer

Use in Recipes:

None

DREAM BLADE

Buy: 4700
Sell: 3150



Description: A magical sword that can occasionally put enemies to sleep.

Attack: 43

Equipped by: Hero, Jessica*, Angelo

Special: Sometimes puts attacked enemies to sleep. When used in combat, has Snooze spell effect.

Buy: Peddler's Tent, Desert Chapel, Neos, and Peddler in Neos (after certain events)
Obtain: Dark turkey

Recipe to Make:

None

Use in Recipes:

Ring of awakening = dream blade + gold ring

PLATINUM SWORD

Buy: N/A
Sell: 3000



Description: A beautiful and exquisitely sharp sword forged from pure platinum.

Attack: 50

Equipped by: Hero, Jessica*, Angelo

Special: None

Find: Uncharted Island in Southwest Ocean (chest)
Obtain: Hell gladiator

Recipe to Make:

None

Use in Recipes:

None

FALLEN ANGEL RAPIER

Buy: N/A
Sell: 8500



Description: A magical rapier that can confuse the targets it strikes.

Attack: 51

Equipped by: Angelo

Special: Sometimes confuses attacked enemies.

Obtain: Alchemy only

Recipe to Make:

Fallen angel rapier = holy silver rapier + devil's tail + wing of bat

Use in Recipes:

Mercury's rapier = fallen angel rapier + Mercury's bandana + Mercury's bandana

Ring of clarity = fallen angel rapier + gold ring

BASTARD SWORD

Buy: 8800
Sell: 4400**Description:** A steel sword with a long blade that inflicts serious damage thanks to its weight.**Attack:** 61**Equipped by:** Hero, Jessica***Special:** None**Buy:** Arcadia
Obtain: Fowlighter, Right wing**Recipe to Make:**

None

Use in Recipes:

Blizzard blade = bastard sword + icicle dirk + cold cheese

ZOMBIE SLAYER

Buy: N/A
Sell: 10000**Description:** A holy sword that is an improved version of the dragonsbane.**Attack:** 65**Equipped by:** Hero, Jessica***Special:** Deals additional damage to zombie-type monsters.**Obtain:** Alchemy only**Recipe to Make:**

Zombie slayer = zombiesbane + holy talisman

Use in Recipes:

None

DRAGONSBANE

Buy: 11000
Sell: 6000**Description:** A forged steel sword capable of piercing dragon scales.**Attack:** 72**Equipped by:** Hero, Jessica***Special:** Deals additional damage to dragon monsters.**Buy:** Orkutsk, Tryan Gully**Recipe to Make:**

None

Use in Recipes:

Dragon slayer = dragonsbane + mighty amulet

ITEMS**SWORDS**

DOUBLE-EDGED SWORD

Buy: N/A
Sell: 2500**Description:** An ill-fated sword surrounded by an air of danger.**Attack:** 76**Equipped by:** Hero, Jessica***Special:** Curses wielder when equipped, deals damage to wielder when wielder damages a foe.**Find:** Princess Minnie's Castle (chest)**Recipe to Make:**

Double-edged sword = über double-edge + devil's tail

Use in Recipes:

Über double-edge = double-edged sword + saint's ashes + saint's ashes

ÜBER DOUBLE-EDGE

Buy: N/A
Sell: 3750**Description:** The double-edged sword purged of its curse and reborn as an even more powerful blade.**Attack:** 76**Equipped by:** Hero, Jessica***Special:** Deals additional damage to foe when foe is struck.**Obtain:** Alchemy only**Recipe to Make:**

Über double-edge = double-edged sword + saint's ashes + saint's ashes

Use in Recipes:

Double-edged sword = über double-edge + devil's tail

MERCURY'S RAPIER

Buy: 10500
Sell: 5100**Description:** A strange rapier that allows its user to move with unnatural agility.**Attack:** 70**Equipped by:** Angelo**Special:** Agility +20 while equipped.**Buy:** Empycchu, Dark Empycchu**Recipe to Make:**

Mercury's rapier = fallen angel rapier + Mercury's bandana + Mercury's bandana

Use in Recipes:

None

MIRACLE SWORD

Buy: N/A
Sell: 1000**Description:** An enchanted blade that restores some of your HP every time it strikes an enemy.**Attack:** 80**Equipped by:** Hero, Jessica***Special:** Recovers a percentage of damage dealt as HP.**Received:** From Princess Minnie (68 medals)**Recipe to Make:**

None

Use in Recipes:

Über miracle sword = miracle sword + life bracer

DRAGON SLAYER

Buy: N/A
Sell: 22500**Description:** A forged steel sword that is an improved version of the dragonsbane.**Attack:** 85**Equipped by:** Hero, Jessica***Special:** Deals additional damage to dragon monsters.**Obtain:** Alchemy only**Recipe to Make:**

Dragon slayer = dragonsbane + mighty amulet

Use in Recipes:

None

BLIZZARD BLADE

Buy: 21000
Sell: 10500**Description:** An enchanted ice sword whose blade contains the power of a mighty snowstorm.**Attack:** 90**Equipped by:** Hero, Jessica***Special:** Deals additional ice-based damage to target.**Buy:** Tryan Gully**Recipe to Make:**

Blizzard blade = bastard sword + icicle dirk + cold cheese

Use in Recipes:

None

ÜBER MIRACLE SWORD

Buy: N/A
Sell: 1500**Description:** An improved version of the miracle sword, with a more powerful enchantment and a far sharper blade.**Attack:** 95**Equipped by:** Hero, Jessica***Special:** Returns a higher percentage of damage dealt as HP.**Obtain:** Alchemy only**Recipe to Make:**

Über miracle sword = miracle sword + life bracer

Use in Recipes:

None

HELL SABRE

Buy: N/A
Sell: 7500**Description:** A narrow-bladed weapon with a devilishly sharp blade.**Attack:** 99**Equipped by:** Angelo**Special:** None**Find:** Trolls' Maze (chest)**Recipe to Make:**

None

Use in Recipes:

None

SHAMSHIR OF LIGHT

Buy: N/A
Sell: 9000**Description:** A mysterious weapon that extends a spectral blade of light in battle.**Attack:** 110**Equipped by:** Angelo**Special:** None**Obtain:** Alchemy only**Recipe to Make:**

Shamshir of light = raw staff + light shield + shimmering dress

Use in Recipes:

None

SPEARS

LIQUID METAL SWORD

Buy: N/A
Sell: 5000**Description:** An extraordinarily hard blade allows this sword to inflict massive amounts of damage.**Attack:** 118**Equipped by:** Hero, Jessica*, Angelo**Special:** Deals 2 points of damage to metal creatures.**Obtain:** Alchemy only**Recipe to Make:**

Liquid metal sword = rusty old sword + slime crown + ericholcum

Use in Recipes:

Rusty old sword = liquid metal sword + mystifying mixture + cowpat

IRON LANCE

Buy: 750
Sell: 375**Description:** An iron spear of the kind commonly found throughout the world.**Attack:** 24**Equipped by:** Hero**Special:** None**Buy:** Port Prospect, Peregrin Quay
Obtain: Scorpion, Orc, Foul anchor, Octavian pirate**Recipe to Make:**

Iron lance = cypress stick + dagger

Use in Recipes:

Long spear = cypress stick + cypress stick + iron lance

LONG SPEAR

Buy: 1700
Sell: 850**Description:** A long and heavy spear.**Attack:** 30**Equipped by:** Hero**Special:** None**Buy:** Simpleton**Obtain:** Orc king, Octavian sentry**Recipe to Make:**

Long spear = cypress stick + cypress stick + iron lance

Use in Recipes:

Holy lance = long spear + gold rosary

HOLY LANCE

Buy: 2700
Sell: 1350**Description:** A holy spear that has received the blessing of the Goddess.**Attack:** 39**Equipped by:** Hero**Special:** None**Buy:** Pickham**Obtain:** Bone baron, Grim rider**Recipe to Make:**

Holy lance = long spear + gold rosary

Use in Recipes:

None

BATTLE FORK

Buy: N/A
Sell: 3300**Description:** An enormous fork that looks as if it belongs on a giant's dinner table!**Attack:** 42**Equipped by:** Hero**Special:** None**Find:** Argocia (chest)**Obtain:** Archdemon, Belial**Recipe to Make:**

None

Use in Recipes:

Demon spear = battle fork + poison needle + devil's tail

PARTISAN

Buy: 4400
Sell: 2200**Description:** A large lance that can be used for cutting as well as thrusting.**Attack:** 44**Equipped by:** Hero**Special:** None**Buy:** Argonia, Saelia Cathedral**Recipe to Make:**

None

Use in Recipes:

Sandstorm spear = partisan + saint's ashes

SANDSTORM SPEAR

Buy: N/A
Sell: 5100



Description: A spear that raises a sandstorm to blind enemies when used as an item during combat.

Attack: 67

Equipped by: Hero

Special: When used in combat, may hit all enemies with a Dazzle spell effect.

Obtain: Alchemy only

Recipe to Make:

Sandstorm spear = partisan + saint's ashes

Use in Recipes:

Ring of truth = sandstorm spear + gold ring

DEMON SPEAR

Buy: N/A
Sell: 12500



Description: A spear that kills instantly if it hits the enemy's vital.

Attack: 86

Equipped by: Hero

Special: May kill the enemy with a single hit.

Obtain: Alchemy only

Recipe to Make:

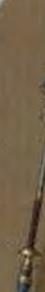
Demon spear = battle fork + poison needle + devil's tail

Use in Recipes:

None

HERO SPEAR

Buy: N/A
Sell: 15000



Description: A blessed spear that restores some of its wielder's HP when used in combat.

Attack: 100

Equipped by: Hero

Special: Recovers a percentage of damage dealt as HP.

Received: Monster Arena Prize (Rank A)

ITEMS

BOOMERANGS

METAL KING SPEAR

Buy: N/A
Sell: 24000



Description: The most powerful spear. Capable of penetrating almost any material.

Attack: 120

Equipped by: Hero

Special: None

Find: Unknown... (chest)

Recipe to Make:

None

Use in Recipes:

Metal wing boomerang = metal king spear + razor wing boomerang

BOOMERANG



Buy: 420
Sell: 210

Description: A throwing weapon capable of killing multiple enemies in an instant.

Attack: 19

Equipped by: Hero

Special: Hits all enemies.

Buy: Farebury, Alexandria
Find: Peregrin Quay (chest)
Obtain: Spinrik, Yabby

Recipe to Make:

None

Use in Recipes:

Reinforced boomerang = boomerang + iron nail

EDGED BOOMERANG



Buy: 1360
Sell: 680

Description: A metal boomerang with knife-like edges.

Attack: 27

Equipped by: Hero

Special: Hits all enemies.

Buy: Ascantha, Neos
Find: Orkutsk (chest)
Obtain: Dark star, Crayze

Recipe to Make:

None

Use in Recipes:

Razor wing boomerang = edged boomerang + steel scythe + wing of bat

Spiked armour = edged boomerang + magic armour

REINFORCED BOOMERANG

Buy: N/A
Sell: 840



Description: A slightly improved version of the boomerang.

Attack: 32

Equipped by: Hero

Special: Hits all enemies.

Obtain: Alchemy only

Recipe to Make:

Reinforced boomerang = boomerang + iron nail

Use in Recipes:

None

RAZOR WING BOOMERANG



Buy: 3800
Sell: 1900

Description: A boomerang with frighteningly sharp steel edges.

Attack: 42

Equipped by: Hero

Special: Hits all enemies.

Buy: Argonia (during/after bazaar)
Obtain: Gryphon

Recipe to Make:

Razor wing boomerang = edged boomerang + steel scythe + wing of bat

Use in Recipes:

Metal wing boomerang = metal king spear + razor wing boomerang

SWALLOWTAIL



Buy: 6800
Sell: 3400

Description: A boomerang bearing a motif of two swallows.

Attack: 53

Equipped by: Hero

Special: Hits all enemies.

Buy: Arcadia, Orkutsk

Recipe to Make:

None

Use in Recipes:

Flametang boomerang = swallowtail + flame shield

FLAMETANG BOOMERANG



Buy: N/A
Sell: 7250

Description: A boomerang harbouring the power of the inferno.
Attack: 63
Equipped by: Hero
Special: Hits all enemies.
Find: W Argonia (chest)

Recipe to Make:

Flametang boomerang = swiftoval + flame shield

Use in Recipes:

Flame shield = flametang boomerang + magic shield

METAL WING BOOMERANG



Buy: N/A
Sell: 36000

Description: A special boomerang optimized for damaging metal enemies.
Attack: 90
Equipped by: Hero
Special: Hits all enemies. Deals damage to metal-type enemies more easily.

Obtain: Alchemy only

Recipe to Make:

Metal wing boomerang = metal king spear + razor wing boomerang

Use in Recipes:

None

Axes

STONE AXE



Buy: 550
Sell: 275

Description: Intriguingly primitive for an axe sold in a weapon shop.
Attack: 20
Equipped by: Yangu
Special: None
Buy: Alexandria, Port Prospect Find: Maella Region (chest) Obtain: Hood

Recipe to Make:

Stone axe = cypress stick + stone hardhat

Use in Recipes:

Stone hardhat = stone axe + pointy hat

GOLDEN AXE



Buy: N/A
Sell: 5000

Description: A dull-bladed axe forged from gold.
Attack: 27
Equipped by: Yangu
Special: None

Obtain: Alchemy only

Recipe to Make:

Golden axe = iron axe + gold nugget

Use in Recipes:

Moon axe = golden axe + moon's mercy

King axe = golden axe + slime crown

IRON AXE



Buy: 2600
Sell: 1300

Description: A thick and sturdy axe with a cast iron head.
Attack: 38
Equipped by: Yangu
Special: None

Buy: Pickham
Find: Argonia (cabinet)
Obtain: Berserker, Hoodlum, Tyrantosaurus

Recipe to Make:

Iron axe = farmer's scythe + farmer's scythe

Use in Recipes:

Golden axe = iron axe + gold nugget

BATTLE-AXE



Buy: 4300
Sell: 2150

Description: A large axe specially designed for combat.
Attack: 45
Equipped by: Yangu
Special: None
Buy: Argonia Obtain: Zombie gladiator

Recipe to Make:

None.

Use in Recipes:

Bandit' axe = battle axe + thief's key

BANDIT AXE



Buy: N/A
Sell: 6500

Description: A large axe of the type typically carried by bandits.
Attack: 55
Equipped by: Yangu
Special: None

Received: From Dodgy Dave at Pickham Black Market (after certain accomplishments)

Recipe to Make:

Bandit axe = battle axe + thief's key

Use in Recipes:

Bandit mail = bandit axe + bandit's grass skirt + heavy armour

MOON AXE



Buy: N/A
Sell: 11000

Description: A large axe in the shape of a crescent moon.
Attack: 60
Equipped by: Yangu
Special: None

Find: Argonia (chest)

Recipe to Make:

Moon axe = golden axe + moon's mercy

Use in Recipes:

None

KING AXE

Buy: 17000
Sell: 8500**Description:** An expertly crafted axe richly engraved with magical runes.**Attack:** 80**Equipped by:** Yangus**Special:** None**Buy:** Orikutsk, Tryan Gully

CONQUERER'S AXE

Buy: N/A
Sell: 7500**Description:** The world's strongest axe, once wielded by a barbarian king.**Attack:** 105**Equipped by:** Yangus**Special:** None**Find:** Howlwind Hill in Arcadia Region (chest)

Recipe to Make:

King axe = golden axe + slime crown

Use in Recipes:

None

ITEMS

CLUBS

CLUBS

OAKEN CLUB

Buy: 110
Sell: 55**Description:** A simple club fashioned from sturdy oak.**Attack:** ?**Equipped by:** Yangus**Special:** None**Received:** Yangus's starting equipment**Buy:** Farebury, Alexandria**Find:** Peregrin Quay (pot)**Obtain:** Mischievous mole, Hammerhead, Khalamari kid

Recipe to Make:

None

Use in Recipes:

None

Giant Mallet

Buy: 240
Sell: 120**Description:** A giant wooden hammer of the sort often carried by monsters as well as humans.**Attack:** 15**Equipped by:** Yangus**Special:** None**Buy:** Farebury, Alexandria**Find:** Arcadia (chest)**Obtain:** Hammerhead, Brownie, Gorilla, Pink pongo, Abominape, Cyclops

Recipe to Make:

None

Use in Recipes:

Sledgehammer = giant mallet + iron helmet + iron helmet

Sledgehammer

Buy: 1700
Sell: 1000**Description:** An enormous hammer made of iron.**Attack:** 35**Equipped by:** Yangus**Special:** None**Buy:** Sempleton**Find:** Kingdom of Trodain (chest)**Obtain:** Troll

Recipe to Make:

Sledgehammer = giant mallet + iron helmet + iron helmet

Use in Recipes:

None

WAR HAMMER

Buy: 6700
Sell: 3400**Description:** A steel hammer specially designed for combat.**Attack:** 51**Equipped by:** Yangus**Special:** None**Buy:** Argonia (during/after bazaar)

Recipe to Make:

None

Use in Recipes:

Über war hammer = war hammer + mighty armlet

ÜBER WAR HAMMER

Buy: N/A
Sell: 16000**Description:** An improved version of the war hammer conveying even greater attack power.**Attack:** 69**Equipped by:** Yangus**Special:** None**Obtain:** Alchemy only

Recipe to Make:

Über war hammer = war hammer + mighty armlet

Use in Recipes:

Megaton hammer = conquerer's axe + über war hammer + onchalcum

MEGATON HAMMER

Buy: N/A
Sell: 55500**Description:** A giant hammer that improves your chances of landing a critical hit.**Attack:** 108**Equipped by:** Yangus**Special:** Increases odds of critical hits**Obtain:** Alchemy only

Recipe to Make:

Megaton hammer = conquerer's axe + über war hammer + onchalcum

Use in Recipes:

None

SCYTHES

FARMER'S SCYTHE



Buy: 910
Sell: 460

Description: A large iron scythe of the type often used to cut grass and straw.

Attack: 26

Equipped by: Yangu

Special: None

Buy: Port Prospect, Peregrin Quay
Find: Pickham Region (chest)
Obtain: Iron scorpion, Iron rhino, Foul anchor

Recipe to Make:

None

Use in Recipes:

Iron axe = farmer's scythe + farmer's scythe

STEEL SCYTHE



Buy: 3700
Sell: 1650

Description: A scythe designed specifically for combat.

Attack: 42

Equipped by: Yangu

Special: None

Buy: Buccarit, Savella Cathedral, Neos
Obtain: Fallen priest

Recipe to Make:

None

Use in Recipes:

Razor wing boomerang = edged boomerang + steel scythe + wing of bat

Hell scythe = steel scythe + poison moth knife + Hades' helm

HELL SCYTHE



Buy: 9500
Sell: 5000

Description: An enormous scythe that may paralyse the enemies it strikes.

Attack: 65

Equipped by: Yangu

Special: May paralyse enemies it hits.

Buy: Arcadia

Recipe to Make:

Hell scythe = steel scythe + poison moth knife + Hades' helm

Use in Recipes:

None

BARDICHE OF BINDING



Buy: n/a
Sell: 12000

Description: An enchanted weapon that can deprive its target of the ability to cast spells.

Attack: 85

Equipped by: Yangu

Special: Deals additional damage to demon enemies. May silence enemies it hits.

Received: Monster Arena Prize (Rank B)

Recipe to Make:

None

Use in Recipes:

None

HEAVY HATCHET



Buy: 29000
Sell: 15000

Description: An enormous hatchet capable of cutting down enemies where they stand.

Attack: 110

Equipped by: Yangu

Special: None

Buy: Tryan Gully

Recipe to Make:

None

Use in Recipes:

None

FLAILS

FLAIL OF FURY



Buy: n/a
Sell: n/a

Description: A present from Red, this flail is capable of hitting multiple enemies in a single swing.

Attack: 95

Equipped by: Yangu

Special: Hits each enemy in a group. Cannot be sold or dropped.

Received: Red's Den (after certain events)

Recipe to Make:

None

Use in Recipes:

None

FLAIL OF DESTRUCTION



Buy: n/a
Sell: 22500

Description: Scourges all enemies with a power beyond imagination.

Attack: 125

Equipped by: Yangu

Special: Hits all enemies.

Received: from Princess Minnie (110 medals)

Recipe to Make:

None

Use in Recipes:

None



KNIVES

POISON NEEDLE

Buy: 1000
Sell: 1000**Description:** Capable of felling an enemy with a single well-armed strike.**Attack:** 0**Equipped by:** Jessica**Special:** Always deals only 1 damage to foes, but may kill non-bosses in a single hit.**Buy:** Saccarat
Obtain: Venom wasp, Death scorpion**Recipe to Make:**

None

Use in Recipes:Demoo spear = battle fork + poison needle + devil's tail
Assassin's dagger = poison needle + eagle dagger
Ring of immunity = poison needle + gold ring

BRONZE KNIFE

Buy: 250
Sell: 75**Description:** A small knife forged from bronze.**Attack:** 9**Equipped by:** Jessica**Special:** None**Buy:** Peregrin Quay
Find: Ferry (chest), Uncharted Island west of Maella Abbey (chest)
Obtain: Shadow**Recipe to Make:** None**Use in Recipes:**Thief's key = bronze knife + iron nail
Copper sword = bronze knife + bronze knife
Bronze shield = bronze knife + leather shield
Bronze helmet = bronze knife + bronze knife + stone hardhat

DAGGER

Buy: 350
Sell: 175**Description:** A long-bladed knife designed for combat.**Attack:** 18**Equipped by:** Jessica**Special:** None**Buy:** Ascartha
Find: Farebury (chest)
Obtain: Clockwork cuckoo, Riptide**Recipe to Make:**

None

Use in Recipes:

Iron lance = cypress stick + dagger

POISON MOTH KNIFE

Buy: 950
Sell: 475**Description:** Features a blade coated with the poison of a moth that can paralyze enemies it hits.**Attack:** 29**Equipped by:** Jessica**Special:** May paralyze enemies it hits.**Buy:** Pickham
Find: Arcadia (cabinet)
Obtain: Hell hornet, Ganda, lociller**Recipe to Make:**

None

Use in Recipes:Hell scythe = steel scythe + poison moth knife + Hades' helm
Full moon ring = poison moth knife + gold ring

FALCON KNIFE

Buy: 7700
Sell: 4400**Description:** A magical dagger that lends its user the ability to attack twice in rapid succession.**Attack:** 34**Equipped by:** Jessica**Special:** Attacks twice.**Buy:** Argonia (during/after bazaar), Orkutsk**Recipe to Make:**

Falcon knife = tough guy tattoo + slime earrings + agility ring

Use in Recipes:

None

ASSASSIN'S DAGGER

Buy: N/A
Sell: 1250**Description:** A compact knife made especially for assassins.**Attack:** 37**Equipped by:** Jessica**Special:** None**Buy:** Arcadia Region (chest)
Obtain: Jumping jackal, jackal ripper, Claws, Anchorman**Recipe to Make:**

Assassin's dagger = poison needle + eagle dagger

Use in Recipes:

Imp knife = assassin's dagger + devil's tail

EAGLE DAGGER

Buy: 3500
Sell: 1950**Description:** A short sword with a blade as sharp as an eagle's talons.**Attack:** 39**Equipped by:** Jessica**Special:** None**Buy:** Savella Cathedral
Find: W Argonia (chest)
Obtain: Hades condor, Elysium bird**Recipe to Make:**

None

Use in Recipes:

Assassin's dagger = poison needle + eagle dagger

IMP KNIFE

Buy: N/A
Sell: 2250**Description:** A knife capable of stealing MP from the targets it strikes.**Attack:** 52**Equipped by:** Jessica**Special:** May absorb MP from enemies you hit.**Obtain:** Alchemy only**Recipe to Make:**

Imp knife = assassin's dagger + devil's tail

Use in Recipes:

None

ICICLE DIRK

Buy: N/A
Sell: 4000**Description:** A short sword with a blade of ice. Generates a blizzard when used as an item during battle.**Attack:** 52**Equipped by:** Jessica**Special:** Deals additional ice-type damage to target. When used in combat, casts Crackle on enemy group.**Buy:** Herb Grotto (chest), Black Citadel (barrel)**Recipe to Make:**

None

Use in Recipes:Blizzard blade = bastard sword + icicle dirk + cold cheese
Ice shield = icicle dirk + magic shield

WHIPS

SWORD BREAKER



Buy: 5500
Sell: 2750

Description: A special sword with a serrated edge designed to trap and break the blade of an opponent's sword.

Attack: 56

Equipped by: Jessica

Special: None

Buy: Arcadia

Recipe to Make:

Note:

Use in Recipes:

None

LEATHER WHIP



Buy: N/A
Sell: 85

Description: A whip made from tanned leather. Capable of hitting multiple enemies in a single lash.

Attack: 6

Equipped by: Jessica

Special: Hits each enemy in a group.

Received: Jessica's starting equipment
Find: Pickham Region (chest)

Obtain: Terror tabby, King squid

Recipe to Make:

Leather whip = devil's tail + saint's ashes

Use in Recipes:

Snakeskin whip = leather whip + scale shield

Leather kilt = leather whip + bandana

THORN WHIP



Buy: 350
Sell: 175

Description: A whip covered in thorns. Capable of hitting multiple enemies in a single lash.

Attack: 14

Equipped by: Jessica

Special: Hits each enemy in a group.

Buy: Peregrin Quay, Simpleton
Obtain: Dragonhorns, Redtail hipster, Snapdragon

Recipe to Make:

Note:

Use in Recipes:

None

SNAKESKIN WHIP



Buy: N/A
Sell: 1250

Description: A whip made from snake scales. Capable of hitting multiple enemies in a single lash.

Attack: 23

Equipped by: Jessica

Special: Hits each enemy in a group.

Obtain: Eved, Poison eved

Recipe to Make:

Snakeskin whip = leather whip + scale shield

Use in Recipes:

Dragonetail whip = snakeskin whip + dragon scale + dragon scale

CHAIN WHIP



Buy: 2200
Sell: 1100

Description: A whip made from sturdy metal chain. Capable of hitting multiple enemies in a single lash.

Attack: 32

Equipped by: Jessica

Special: Hits each enemy in a group.

Buy: Argonia (during/after bazaar).
Neos:
Obtain: Mars rover, Frost wyvine

Recipe to Make:

Note:

Use in Recipes:

Hunter's bow = chain whip + short bow

Chain mail = chain whip + waylager's clothes

DRAGONTAIL WHIP



Buy: N/A
Sell: 7400

Description: A whip made from the bones of a dragon's tail.

Attack: 47

Equipped by: Jessica

Special: Hits each enemy in a group.

Obtain: Alchemy only

Recipe to Make:

Dragontail whip = snakeskin whip + dragon scale + dragon scale

Use in Recipes:

None

SPIKED STEEL WHIP



Buy: 4500
Sell: 4300

Description: A powerful whip covered in painful-looking steel barbs.

Attack: 62

Equipped by: Jessica

Special: Hits each enemy in a group.

Buy: Orkuk

Find: Red's Den (chest)

Obtain: Snapdragon

Recipe to Make:

Note:

Use in Recipes:

None

DEMON WHIP



Buy: N/A
Sell: 3500

Description: A magical whip surrounded by an air of danger.

Attack: 72

Equipped by: Jessica

Special: Hits each enemy in a group. Curves wielder when equipped, wielder is unable to move in first turn of combat.

Find: Dark Godbird's Eye (chest)
Obtain: Hellstalker

Recipe to Make:

Demon whip = scourge whip + devil's tail

Use in Recipes:

Scourge whip = demon whip + saint's ashes

SCOURGE WHIP



Buy: N/A
Sell: 9250

Description: A fiercely powerful whip that blasts its target with explosive force.

Attack: 99

Equipped by: Jessica

Special: Hits each enemy in a group.

Obtain: Alchemy only

Recipe to Make:

Scourge whip = demon whip + saint's ashes

Use in Recipes:

Demon whip = scourge whip + devil's tail

STAVES

GRINGHAM WHIP

Buy: N/A
Sell: 3000

Description: A legendary whip. Capable of hitting all enemies in a single lash.

Attack: 127

Equipped by: Jessica

Special: Hits all enemies.

Token Trade: Baccarat (200,000 tokens)

Recipe to Make:

None

Use in Recipes:

None

WIZARD'S STAFF

Buy: 1300
Sell: 650

Description: Launches tiny fireballs at enemies when used as an item in battle.

Attack: 15

Equipped by: Jessica, Angelo

Special: When used in combat, casts Fizz at a single target for 11-23 points of damage.

Buy: Ascantha, Simpleton

Find: Wisher's Peak (chest), Arcadia (cabinet)

Obtain: Lump mage, Witch, Lump shaman, Lump wizard, Demon thunderser, Siren

Recipe to Make: None

Use in Recipes:

Magma staff = wizard's staff + rockbomb shard + rockbomb shard
Staff of antimagic = wizard's staff + rune staff

LIGHTNING STAFF

Buy: N/A
Sell: 2500

Description: Hurls vicious thunderbolts at the enemy when used as an item in battle.

Attack: 24

Equipped by: Jessica, Angelo

Special: When used in combat, casts Zap on one enemy group for 29-58 points of damage.

Find: W Argonia (chest)

Recipe to Make:

None

Use in Recipes:

None

MAGMA STAFF

Buy: N/A
Sell: 2500

Description: Shoots all enemies with burning magma when used as an item in battle.

Attack: 28

Equipped by: Jessica, Angelo

Special: When used in combat, casts Bang on all enemies for 20-40 points of damage.

Obtain: Alchemy only

Recipe to Make:

Magma staff = wizard's staff + rockbomb shard

Use in Recipes:

None

RUNE STAFF

Buy: N/A
Sell: 3150

Description: Raises the defense of all allies when used as an item in battle.

Attack: 30

Equipped by: Jessica, Angelo

Special: When used in combat, casts Rabuff to raise the defense of all party members.

Token Trade: Pickham (3000 tokens)

Find: Pickham (chest)

Obtain: Wight priest

Recipe to Make: None

Use in Recipes:

Shanshir of light = rune staff + light shield + shimmering dress
Staff of antimagic = wizard's staff + rune staff
Staff of resurrection = Yggdrasil leaf + rune staff + life bracer

STAFF OF DIVINE WRATH

Buy: N/A
Sell: 2500

Description: Launches an enormous whirlwind at the enemy when used as an item in battle.

Attack: 35

Equipped by: Jessica, Angelo

Special: When used in combat, casts Swoosh on one enemy group for 52-64 points of damage.

Received: From Princess Minnie (45 medals)

Obtain: Ice queen

Recipe to Make:

None

Use in Recipes:

None

STAFF OF ANTIMAGIC

Buy: N/A
Sell: 3000

Description: Prevents an enemy from casting spells when used as an item in battle.

Attack: 41

Equipped by: Jessica, Angelo

Special: When used in combat, casts Fizzle on an enemy group.

Find: Tryan Gully (chest)

Recipe to Make:

Staff of antimagic = wizard's staff + rune staff

Use in Recipes:

None

STAFF OF RESURRECTION

Buy: 4500
Sell: 22500

Description: May raise a fallen ally from the dead when used as an item in battle.

Attack: 77

Equipped by: Jessica, Angelo

Special: When used in combat, casts Zing on ally (50% chance of resurrection).

Buy: Tryan Gully

Recipe to Make:

Staff of resurrection = Yggdrasil leaf + rune staff + life bracer

Use in Recipes:

None

MAGICAL MACE

Buy: 9000
Sell: 4500

Description: Occasionally steals MP from the enemies it hits.

Attack: 79

Equipped by: Jessica, Angelo

Special: May absorb MP from enemies you hit.

Buy: Empycchu, Dark Empycchu

Find: Isolated Plateau (chest)

Recipe to Make:

None

Use in Recipes:

Magical skirt = magical mace + bandit's grass skirt + magical hat

ITEMS

STAVES

Bows

SHORT BOW



Buy: 250
Sell: 575

Description: A light and easy-to-handle bow for novice archers.

Attack: 25

Equipped by: Angelo

Special: None

Buy: Ascartha

Obtain: Bodkin bowyer

Recipe to Make:

None

Use in Recipes:

Hunter's bow = chain whip + short bow

HUNTER'S BOW



Buy: 1700
Sell: 850

Description: A standard bow, popular among adventurers for its blend of power and convenience.

Attack: 50

Equipped by: Angelo

Special: None

Buy: Pickham

Obtain: Hunter mech, Bodkin fletcher

Recipe to Make:

Hunter's bow = chain whip + short bow

Hunter's bow = cypress stick + cypress stick + strength ring

Use in Recipes:

Eros' bow = hunter's bow + garter

EROS' BOW



Buy: N/A
Sell: 5800

Description: A bow of illusions that fires arrows which can confuse their target.

Attack: 45

Equipped by: Angelo

Special: May confuse enemies if hits

Obtain: Alchemy only

Recipe to Make:

Eros' bow = hunter's bow + garter

CHEIRON'S BOW



Buy: N/A
Sell: 4500

Description: When used as an item in battle, this bow restores 30 or more HP to all allies.

Attack: 65

Equipped by: Angelo

Special: When used in combat, each party member recovers around 30 HP.

Find: Rydon's Tower (chest)

Recipe to Make:

Cheiron's bow = Eros' bow + power shield

Use in Recipes:

Odin's bow = Eros' bow + Cheiron's bow + great bow

GREAT BOW



Buy: 20000
Sell: 14000

Description: An enormous bow designed to fire special arrows with tremendous force.

Attack: 95

Equipped by: Angelo

Special: None

Buy: Tryan Gully

Recipe to Make:

None

Use in Recipes:

Odin's bow = Eros' bow + Cheiron's bow + great bow

ODIN'S BOW



Buy: N/A
Sell: 48000

Description: An extraordinarily powerful bow with a god-like capacity for devastation.

Attack: 125

Equipped by: Angelo

Special: None

Obtain: Alchemy only

Recipe to Make:

Odin's bow = Eros' bow + Cheiron's bow + great bow

Use in Recipes:

None

ALCHEMY POT RECIPES

It takes King Trode time to work out the kinks in the alchemy pot, so it doesn't become available until you've completed the first couple of tasks. When you get it, the "Alchemy Pot" option is added to the list in the Misc. menu tab. From the alchemy screen, you can scroll through each character's personal inventory as well as the contents of the bag in search of ingredients. Usable items are displayed normally. If an item's name is grayed out, it is unavailable either because the item is equipped by a character or unusable in any recipes.

When you first receive the alchemy pot, it can only handle two ingredients. At a later point in the quest, it is upgraded to handle three items, allowing for more complex recipes.



ALCHEMY POT RECIPES

THE MIXING PROCESS

If the chosen ingredients don't form a working recipe, the pot spits them back out. If the ingredients can form a new item, however, the pot will require time to work. The amount of time varies, based primarily on the value of the item being created. It won't take long to turn a pair of medicinal herbs into strong medicine, but making a weapon or armament worth 10,000+ gold coins will take much longer.

You won't always have access to the alchemy pot. For example, the wagon stays behind when you enter a dungeon. Additionally, you won't have access to it at certain points in the storyline. The mixing continues whether you're near the pot or not, so put in more time-consuming recipes before entering dungeon areas.

The duration of the alchemical process is based not on actual time, but on the number of footsteps you take. Travelling by sabrecat or ship will not speed up the process, but walking on the field will make the mixing process go about 50% faster than it does when walking in towns or dungeons. Note that you just need to walk; you don't actually have to go anywhere.



FINDING RECIPE HINTS

You can craft new items from all sorts of different ingredients. Occasionally, it's as simple as mixing two weapons to make a more powerful weapon of the same type, but you'll usually need to think a little more creatively. Try combining weapons with armour and accessories for better results.

For the most part, recovery items can only be combined with other recovery items but there are a few times when a recovery item can be mixed with a weapon or armament. Also, pay special attention to items that have no function; these may exist solely as alchemy pot ingredients and are often a requirement for the game's best recipes.

It is not possible to make every item in a single game. Some recipes require unique ingredients, of which only one may exist. Before you make a recipe that includes an ingredient that can't be easily purchased or remade from available ingredients, you may want to save your game just in case the resultant item is not worth the sacrifice.



NOTEWORTHY INGREDIENTS

Fresh milk and rennet powder: These are the basic ingredients for making cheese.

Moulds: These are used exclusively to flavour cheeses.

Metals and minerals: Rare materials like gold nuggets and onychalcum are used primarily for making exceptional weapons and armaments.

Monster parts: Items like magic beast hides, wings of bat and dragon scales add a touch of their source's nature to recipes.

Dung: Cowpats and dragon dung may ruin some recipes, but they occasionally work to your advantage.

CURSING AND PURIFYING ITEMS

Saint's ashes and devil's tails appear frequently in recipes. These items work to purify cursed items and curse purified items, respectively. Whenever an item has an air of danger around it, you can try dropping it in the alchemy pot with saint's ashes to remove the curse and reveal a new item. You'll find more cursed items than saint's ashes, however, so use them sparingly.



Devil's tails are a bit harder to use. Just because you can use them in a recipe doesn't mean you should; they'll often ruin perfectly good items by cursing them. But certain weapons and types of armour can benefit from the taint of evil. As a general rule, the devil's tail will have a positive effect when it's one of three ingredients, but not when it's one of two (the imp knife is an exception).

POTENTIAL PERILS OF ALCHEMY

Just because a recipe works doesn't mean it will work to your advantage. While most recipes create an item that is better than its constituent ingredients, this is not always the case. Be very careful of recipes that involve magic beast hides or devil's tails, since these can often ruin or curse items. However, either can be a great asset when used in the right recipe.

ARTISAN CHEESES AND FOR-PROFIT ALCHEMY

Once you get the hang of alchemy, you should keep the alchemy pot running full time, even if you don't particularly want the items it produces. Many items are worth more than the sum of their ingredients, so you can purchase cheap ingredients, whip up items and sell them for gold coins.

This is true of many weapons and armaments, but no item is as profitable as cheese. The constituent ingredients in cheese are fresh milk, rennet powder, rock salt, and moulds, all of which can be found frequently and, later on, purchased for small sums. Hard cheese, soft cheese, and chunky cheese all sell for around 500 gold coins and require ingredients with barely one-tenth of that cost.



Other highly profitable items, which require easily purchasable ingredients to make, include strong medicines, mystifying mixtures, and turbans. Much later in the game, you can clear a 10,000 gold coins profit from a two-stage recipe: Make white shields out of light shield and fresh milk, then buy mirror shields in Tryan Gully to make high value saintess shields.

Plain cheese = fresh milk + rennet powder

Hard cheese = plain cheese + rock salt

Soft cheese = fresh milk + rennet powder + rock salt

Chunky cheese = plain cheese + magic water

Strong medicine = medicinal herb + medicinal herb

INGREDIENT COST: 16 GOLD COINS
RESALE VALUE: 88 GOLD COINS

Turban = bandana + bandana

INGREDIENT COST: 90 GOLD COINS
RESALE VALUE: 205 GOLD COINS

Mystifying mixture = medicinal herb + antidotal herb + moonwort bulb

INGREDIENT COST: 48 GOLD COINS
RESALE VALUE: 280 GOLD COINS

Saintess shield = white shield + mirror shield + holy water

INGREDIENT COST: 17330 GOLD COINS
RESALE VALUE: 28000 GOLD COINS

RECIPE LIST

USABLE ITEMS

	Strong medicine = medicinal herb + medicinal herb
	Special medicine = strong medicine + strong medicine
	Rose-root = medicinal herb + medicinal herb + medicinal herb
	Rose-root = strong medicine + medicinal herb
	Amor seco essence = holy water + strong medicine
	Strong antidote = medicinal herb + antidotal herb
	Special antidote = strong antidote + strong antidote
	Special antidote = medicinal herb + antidotal herb + antidotal herb
	Rose-wort = medicinal herb + medicinal herb + moonwort bulb
	Rose-wort = strong medicine + moonwort bulb
	Moon's mercy = moonwort bulb + moonwort bulb + moonwort bulb
	Lesser panacea = special medicine + special medicine
	Greater panacea = special medicine + special medicine + special medicine
	Greater panacea = lesser panacea + rose-root + rose-wort
	Yggdrasil dew = Yggdrasil leaf + magic water
	Magic water = holy water + seed of magic
	Elfin elixir = Yggdrasil dew + magic water
	Holy water = amor seco essence + rock salt
	Chimaera wing = wing of bat + wing of bat
	Mystifying mixture = holy water + wing of bat + cowpat
	Mystifying mixture = medicinal herb + antidotal herb + moonwort bulb
	Sage's stone = gold nugget + orichalcum + Yggdrasil dew
	Timbrel of tension = sun crown + tough guy tattoo + magic beast hide

CHEESES

	Plain cheese = fresh milk + rennet powder
	Plain cheese = scorching cheese + c-c-cold cheese
	Spicy cheese = plain cheese + red mould
	Super spicy cheese = spicy cheese + nook grass
	Super spicy cheese = spicy cheese + red mould + red mould
	Scorching cheese = super spicy cheese + premium mould + dragon dung
	Cool cheese = plain cheese + waterweed mould
	Chilly cheese = cool cheese + waterweed mould
	Cold cheese = chilly cheese + waterweed mould + waterweed mould
	C-c-cold cheese = cold cheese + premium mould + dragon dung
	Mild cheese = plain cheese + amor seco essence
	Cured cheese = fresh milk + premium mould + amor seco essence
	Angel cheese = fresh milk + premium mould + Yggdrasil dew
	Hard cheese = plain cheese + rock salt
	Soft cheese = fresh milk + rennet powder + rock salt
	Chunky cheese = plain cheese + magic water
	Highly-strung cheese = super spicy cheese + cold cheese + rock salt

ALCHEMY POT
RECIPES

INGREDIENTS

	Premium mould = red mould + waterweed mould + Yggdrasil leaf
	Thief's key = bronze knife + iron nail

SWORDS

-  **Copper sword** = bronze knife + bronze knife
-  **Rusty old sword** = liquid metal sword + mystifying mixture + cowpat
-  **Holy silver rapier** = Templar's sword + holy talisman
-  **Über falcon blade** = falcon blade + meteorite bracer
-  **Fallen angel rapier** = holy silver rapier + devil's tail + wing of bat
-  **Zombie slayer** = zombiesbane + holy talisman
-  **Double-edged sword** = über double-edge + devil's tail
-  **Über double-edge** = double-edged sword + saint's ashes + saint's ashes
-  **Mercury's rapier** = fallen angel rapier + Mercury's bandana + Mercury's bandana
-  **Dragon slayer** = dragonsbane + mighty armlet
-  **Blizzard blade** = bastard sword + icicle dirk + cold cheese
-  **Über miracle sword** = miracle sword + life bracer
-  **Shamshir of light** = rune staff + light shield + shimmering dress
-  **Liquid metal sword** = rusty old sword + slime crown + orichalcum

SPEARS

-  **Iron lance** = cypress stick + dagger
-  **Long spear** = cypress stick + cypress stick + iron lance
-  **Holy lance** = long spear + gold rosary
-  **Sandstorm spear** = partisan + saint's ashes
-  **Demon spear** = battle fork + poison needle + devil's tail

BOOMERANGS

-  **Reinforced boomerang** = boomerang + iron nail
-  **Razor wing boomerang** = edged boomerang + wing of bat + steel scythe
-  **Flametang boomerang** = swallowtail + flame shield
-  **Metal wing boomerang** = razor wing boomerang + metal king spear

AXES

-  **Stone axe** = stone hardhat + cypress stick
-  **Golden axe** = iron axe + gold nugget
-  **Iron axe** = farmer's scythe + farmer's scythe
-  **Bandit axe** = battle-axe + thief's key
-  **Moon axe** = golden axe + moon's mercy
-  **King axe** = golden axe + slime crown

HAMMERS

-  **Sledgehammer** = giant mallet + iron helmet + iron helmet
-  **Über war hammer** = war hammer + mighty armlet
-  **Megaton hammer** = über war hammer + conqueror's axe + orichalcum

SCYTHES

-  **Hell scythe** = steel scythe + poison moth knife + Hades' helm

DAGGERS

-  **Falcon knife** = slime earrings + tough guy tattoo + agility ring
-  **Assassin's dagger** = eagle dagger + poison needle
-  **Imp knife** = assassin's dagger + devil's tail

WHIPS

-  **Leather whip** = devil's tail + saint's ashes
-  **Snakeskin whip** = leather whip + scale shield
-  **Dragontail whip** = snakeskin whip + dragon scale + dragon scale
-  **Demon whip** = scourge whip + devil's tail
-  **Scourge whip** = demon whip + saint's ashes

STAVES

-  **Magma staff** = wizard's staff + rockbomb shard
-  **Staff of antimagic** = wizard's staff + rune staff
-  **Staff of resurrection** = rune staff + life bracer + Yggdrasil leaf

BOWS

-  **Hunter's bow** = short bow + chain whip
-  **Hunter's bow** = cypress stick + cypress stick + strength ring
-  **Eros' bow** = hunter's bow + garter
-  **Cheiron's bow** = Eros' bow + power shield
-  **Odin's bow** = Cheiron's bow + Eros' bow + great bow

ARMOUR

-  **Wayfarer's clothes** = plain clothes + plain clothes
-  **Boxer shorts** = bandit's grass skirt + bandana
-  **Leather armour** = wayfarer's clothes + magic beast hide
-  **Leather kilt** = leather whip + bandana
-  **Leather kilt** = boxer shorts + magic beast hide
-  **Templar's uniform** = wayfarer's clothes + Templar's shield
-  **Leather dress** = dancer's costume + magic beast hide
-  **Scale armour** = leather armour + dragon scale
-  **Chain mail** = wayfarer's clothes + chain whip
-  **Bronze armour** = chain mail + bronze shield
-  **Iron cuirass** = iron shield + iron shield
-  **Fur poncho** = magic beast hide + magic beast hide
-  **Robe of serenity** = cloak of evasion + boxer shorts
-  **Bunny suit** = silk bustier + bunny tail
-  **Zombie mail** = silver mail + zombiesbane
-  **Zombie mail** = platinum mail + devil's tail
-  **Silver cuirass** = iron cuirass + silver platter + silver platter
-  **Sage's robe** = magic vestment + scholar's cap
-  **Magical skirt** = bandit's grass skirt + magical hat + magical mace
-  **Magic armour** = full plate armour + prayer ring + ruby of protection
-  **Dancer's mail** = silver mail + dancer's costume
-  **Dragon mail** = silver mail + dragon scale + dragon scale
-  **Shimmering dress** = spangled dress + ruby of protection + gold bracer

ARMOUR (CONT.)

-  **Spiked armour** = magic armour + edged boomerang
-  **Platinum mail** = zombie mail + saint's ashes
-  **Angel's robe** = flowing dress + magical skirt
-  **Bandit mail** = heavy armour + bandit axe + bandit's grass skirt
-  **Crimson robe** = sage's robe + magic water + nook grass
-  **Dark robe** = cloak of evasion + devil's tail + wing of bat
-  **Mirror armour** = silver mail + mirror shield + mirror shield
-  **Princess's robe** = angel's robe + gold rosary + shimmering dress
-  **Gigant armour** = bandit mail + mighty armlet + mighty armlet
-  **Divine bustier** = dangerous bustier + shimmering dress
-  **Metal king armour** = liquid metal armour + slime crown + orichalcum

ALCHEMY POT
RECIPES

HELMETS

-  **Pointy hat** = leather hat + iron nail
-  **Turban** = bandana + bandana
-  **Feathered cap** = leather hat + chimaera wing
-  **Bunny ears** = hairband + bunny tail
-  **Stone hardhat** = stone axe + pointy hat
-  **Fur hood** = feathered cap + fur poncho
-  **Hermes' hat** = feathered cap + Mercury's bandana
-  **Bronze helmet** = stone hardhat + bronze knife + bronze knife
-  **Mercury's bandana** = bandana + agility ring
-  **Silver tiara** = coral hairpin + silver platter
-  **Happy hat** = feathered cap + elevating shoes
-  **Scholar's cap** = magical hat + scholar's specs
-  **Hades' helm** = mythril helm + devil's tail
-  **Thinking cap** = scholar's cap + iron headgear
-  **Mythril helm** = Hades' helm + saint's ashes
-  **Raging bull helm** = mythril helm + cowpat + fresh milk
-  **Golden tiara** = thinking cap + silver tiara + gold nugget
-  **Phantom mask** = iron headgear + dark robe
-  **Skull helm** = sun crown + devil's tail
-  **Sun crown** = skull helm + saint's ashes

IS THAT ALL?

For those who are willing to experiment, there may just be some other recipes available. Invest some time with the alchemy pot and you may uncover something special!

ACCESSORIES

-  **Strength ring** = prayer ring + seed of strength
-  **Titan belt** = leather kilt + strength ring
-  **Mighty armlet** = strength ring + titan belt
-  **Life bracer** = recovery ring + gold bracer
-  **Prayer ring** = gold ring + seed of magic
-  **Ring of truth** = gold ring + sandstorm spear
-  **Ring of immunity** = gold ring + poison needle
-  **Holy talisman** = tough guy tattoo + holy water + gold rosary
-  **Full moon ring** = gold ring + poison moth knife
-  **Ring of awakening** = gold ring + dream blade
-  **Ring of clarity** = gold ring + fallen angel rapier
-  **Recovery ring** = prayer ring + seed of life
-  **Catholicon ring** = full moon ring + ring of truth + ring of immunity
-  **Ruby of protection** = prayer ring + seed of defence
-  **Elevating shoes** = fishnet stockings + happy hat
-  **Agility ring** = prayer ring + seed of agility
-  **Meteorite bracer** = agility ring + agility ring + orichalcum
-  **Skull ring** = sorcerer's ring + devil's tail
-  **Sorcerer's ring** = skull ring + saint's ashes + saint's ashes
-  **Scholar's specs** = ring of awakening + ring of clarity + seed of wisdom
-  **Goddess ring** = recovery ring + orichalcum

MONSTER APPENDIX



This appendix contains detailed statistical information for each of the game's 260 normal monsters. They're presented in numerical order, as in the game's Battle Records menu. If you can find and defeat all of them, you'll complete the Battle Records screen and earn a prize. Note that we can't show certain bosses here, lest we spoil the surprise.



1: SLIME

FAMILY: SLIME

Description: A well-known monster commonly encountered throughout the world. Quite intelligent. Some have even managed to learn the human tongue.

NORMAL ITEM Medicinal herb

RARE ITEM Amor seco essence

REGIONS Farebury Region, Kingdom of Trodain, Waterfall Cave, Isolated Plateau, Unnamed Isle, Baccarat Region, Areas Accessible By Air

GOLD 1

EXP 1



7: BUNICORN

FAMILY: BEAST

Description: A rabbit-like monster with a distinctive single horn growing from the middle of its forehead. Unlike normal rabbits, they are determinedly carnivorous, using their sharp horns to spear prey.

NORMAL ITEM Leather hat

RARE ITEM Bunny tail

REGIONS Farebury Region

GOLD 5

EXP 5



2: CANDY CAT

FAMILY: BEAST

Description: A happy-go-lucky, good-natured monster. Born with only one stripe, it grows another with each passing year.

NORMAL ITEM Medicinal herb

RARE ITEM Bandit's grass skirt

REGIONS Farebury Region, Kingdom of Trodain, Areas Accessible By Air

GOLD 2

EXP 2



3: LIPS

FAMILY: BUG

Description: A slug-like creature with distinctively large lips. They seem to greet one another with big, sloppy kisses!

NORMAL ITEM Medicinal herb

RARE ITEM Moonwort bulb

REGIONS Farebury Region

GOLD 3

EXP 2



4: DRACKY

FAMILY: BIRD

Description: A bat-like monster that flies freely through the night sky. According to one account, they're born in a world without light.

NORMAL ITEM Medicinal herb

RARE ITEM Chimaera wing

REGIONS Farebury Region, Kingdom of Trodain, Waterfall Cave, Isolated Plateau, Godbird's Eryie

GOLD 3

EXP 2



5: SATYR

FAMILY: HUMANOID

Description: The large horns above each ear fall off and grow back every year. The hornpipes they carry are carved from their old horns.

NORMAL ITEM Plain clothes

RARE ITEM Wayfarer's clothes

REGIONS Farebury Region

GOLD 4

EXP 3



6: CAPSICHUM

FAMILY: PLANT

Description: A distinctive monster shaped like a pepper. In their culture, two is always better than one, so they stick together with the help of a large skewer!

NORMAL ITEM Cypress stick

RARE ITEM Copper sword

REGIONS Farebury Region

GOLD 3

EXP 3



8: SHE-SLIME

FAMILY: SLIME

Description: Slimes of a different colour, apparently due to a sudden mutation. Although commonly referred to as 'she-slimes', their true gender remains unknown.

NORMAL ITEM Medicinal herb

RARE ITEM Slime earrings

REGIONS Maella Region, Kingdom of Ascantha, Areas Accessible By Air

GOLD 6

EXP 8



9: FIRESPIRIT

FAMILY: ELEMENTAL

Description: A physical manifestation of fire magic. As this monster lacks a material body, most physical attacks pass right through it. Try raising your tension when fighting them.

NORMAL ITEM Holy water

RARE ITEM Armor seco essence

REGIONS Farebury Region, Waterfall Cave

GOLD 4

EXP 5



10: MISCHIEVOUS MOLE

FAMILY: BEAST

Description: Small but seriously strong. Once they psyche themselves up, these pint-sized pests can inflict some serious damage.

NORMAL ITEM Medicinal herb

RARE ITEM Oaken club

REGIONS Land of the Moles, Waterfall Cave, Beneath Ascantha, Mole Hole

GOLD 5

EXP 4



11: MECHA-MYNAH

FAMILY: MACHINE

Description: The mechanical bodies of these birds weigh more than Yangus after a big dinner! They have a tendency to snap the tree branches where they roost and fall to earth with a metallic clunk.

NORMAL ITEM Pot lid

RARE ITEM Chimaera wing

REGIONS Farebury Region, Alexandria Region, Waterfall Cave

GOLD 8

EXP 5



12: BUBBLE SLIME

FAMILY: SLIME

Description: These sticky masses of muck are poisonous to the touch. Once a traveller comes into contact with a bubble slime's body in battle, the effects of the poison will persist until the individual is cured.

NORMAL ITEM Antidotal herb

RARE ITEM Moonwort bulb

REGIONS Farebury Region, Waterfall Cave, Tower of Alexandra, Areas Accessible By Air

GOLD 7

EXP 5

BESTIARY

**13: DANCING DEVIL**

FAMILY: DEMON

HP: 20	MP: 6
Attack: 16	Defence: 14
Agility: 14	
GOLD 10	EXP 7

NORMAL ITEM	Chimaera wing
RARE ITEM	Boxer shorts
REGIONS	Farebury Region, Kingdom of Trodain, Waterfall Cave

Description: A race of demons wearing what appear to be bright blue pants. They are rumoured to drop them when defeated.

**14: BODKIN ARCHER**

FAMILY: HUMANOID

HP: 21	MP: 2
Attack: 22	Defence: 18
Agility: 12	
GOLD 8	EXP 10

NORMAL ITEM	Bandana
RARE ITEM	Plain cheese
REGIONS	Alexandria Region, Kingdom of Trodain

Description: Diminutive but resourceful monsters. Upon encountering an enemy, they keep their distance and let fly with long-range bow and arrow attacks.

**15: SKIPPER**

FAMILY: MATERIAL

HP: 21	MP: 5
Attack: 20	Defence: 17
Agility: 22	
GOLD 10	EXP 12

NORMAL ITEM	Medicinal herb
RARE ITEM	Bunny tail
REGIONS	Alexandria Region, Waterfall Cave

Description: A hairy fur ball of a monster whose love for unwanted old boots manifests itself in much the same way as a hermit crab's love for discarded shells.

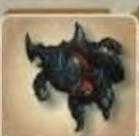
**16: DRACKMAGE**

FAMILY: BIRD

HP: 19	MP: 6
Attack: 20	Defence: 16
Agility: 10	
GOLD 7	EXP 9

NORMAL ITEM	Medicinal herb
RARE ITEM	Chimaera wing
REGIONS	Alexandria Region, Kingdom of Ascantha, Pickham Region, Kingdom of Trodain

Description: Related to the dracky, these monsters have evolved a green colouration to match their woodland habitat. They remain constantly airborne, smoothly dodging attacks whilst casting spells on their opponents.

**17: BEETLEBOY**

FAMILY: BUG

HP: 16	MP: 0
Attack: 26	Defence: 16
Agility: 16	
GOLD 10	EXP 12

NORMAL ITEM	Medicinal herb
RARE ITEM	Leather hat
REGIONS	Farebury Region, Alexandria Region, Tower of Alexandra, Kingdom of Trodain

Description: Despite their weighty appearance, these insectoid monsters are quite swift. They like to tackle their opponents head-on with the help of their huge horns.

**18: IMP**

FAMILY: DEMON

HP: 20	MP: 0
Attack: 21	Defence: 21
Agility: 18	
GOLD 11	EXP 15

NORMAL ITEM	Chimaera wing
RARE ITEM	Cool cheese
REGIONS	Tower of Alexandra

Description: Juvenile forms of elite magical monsters. Imps try to cast spells which are far too powerful for them and fail every time.

**19: FUNGOUL**

FAMILY: PLANT

HP: 22	MP: 0
Attack: 21	Defence: 18
Agility: 14	
GOLD 12	EXP 13

NORMAL ITEM	Antidotal herb
RARE ITEM	Plain cheese
REGIONS	Alexandria Region, Tower of Alexandra

Description: Mushroom-shaped monsters with a sweet breath that puts enemies to sleep. They grow in humid areas like grasslands and deep forests.

**20: FENCING FOX**

FAMILY: BEAST

GOLD 16	EXP 20
NORMAL ITEM	Wayfarer's clothes
RARE ITEM	Gold bracer

REGIONS Alexandria Region

Description: These boisterous fiends leave foes floundering with their flamboyant folk-work. When not showing off their skill with a sword, they like to demonstrate their dazzling dancing.

**21: HEALSLIME**

FAMILY: SLIME

GOLD 13	EXP 18
NORMAL ITEM	Medicinal herb
RARE ITEM	Amor seco essence

REGIONS Kingdom of Ascantha, Kingdom of Trodain, Tower of Alexandra, Wishers' Peak, Areas Accessible By Air

Description: A kindly slime that never hesitates to help comrades by casting healing spells, even when in danger itself. All in all, a supportive little monster.

**22: HAMMERHOOD**

FAMILY: HUMANOID

GOLD 9	EXP 21
NORMAL ITEM	Oaken club
RARE ITEM	Giant mallet

REGIONS Alexandria Region, Waterfall Cave

Description: Not the largest monster in the world, but amongst the strongest. Their bodies seem even smaller next to the massive wooden mallets they carry. The unwieldiness of these weapons means they frequently miss.

**23: JAILCAT**

FAMILY: BEAST

GOLD 8	EXP 19
NORMAL ITEM	Bandana
RARE ITEM	Plain cheese

REGIONS Alexandria Region

Description: A feline monster with stripes reminiscent of a jailhouse convict. Strangely popular among cat lovers. Usually quite playful, but capable of casting spells when provoked.

**24: FROGFACE**

FAMILY: BUG

GOLD 13	EXP 20
NORMAL ITEM	Medicinal herb
RARE ITEM	Amor seco essence

REGIONS Alexandria Region, Tower of Alexandra

Description: Although quite weak in frog form, their attacks become far more dangerous when they reveal the human faces on their backs.

**25: LUMP MAGE**

FAMILY: HUMANOID

GOLD 18	EXP 31
NORMAL ITEM	Cypress stick
RARE ITEM	Wizard's staff

REGIONS Maella Region

Description: Physically quite weak, but capable of wearing enemies down by repeatedly casting unpleasant spells. Occasionally splits into two when losing a battle.

**26: WINKY**

FAMILY: DEMON

GOLD 12	EXP 32
NORMAL ITEM	Holy water
RARE ITEM	Magic water

REGIONS Maella Region, Kingdom of Ascantha

Description: An odd monster in the form of an eyeball with arms and legs. Said to turn red and become very strong when angered.

**27: SPIKED HARE**

FAMILY: BEAST

HP: 42
MP: 0
Attack: 34
Defense: 24
Agility: 26GOLD: 13 EXP: 30
NORMAL ITEM Medicinal herb
RARE ITEM Bunny tail
REGIONS Alexandria Region, Kingdom of Ascantha**Description:** Ignore their cuddly appearance. These monsters are actually ruthless adversaries, capable of decreasing an enemy's tension whilst raising their own.**34: BAG O' LAUGHS**

FAMILY: MATERIAL

HP: 34
MP: 10
Attack: 31
Defense: 29
Agility: 31GOLD: 25 EXP: 35
NORMAL ITEM Plain clothes
RARE ITEM Hairband
REGIONS Kingdom of Ascantha, Ruined Abbey**Description:** Despite their silly appearance, these monsters are crafty opponents capable of preventing enemies from casting spells.**28: CHAININE**

FAMILY: BEAST

HP: 38
MP: 0
Attack: 36
Defense: 27
Agility: 25GOLD: 11 EXP: 36
NORMAL ITEM Medicinal herb
RARE ITEM Gold bracer
REGIONS Maella Region**Description:** Bulldog-like monsters that throw their spiked collars to ensnare enemies and make them easier to hit.**35: SKELETON**

FAMILY: ZOMBIE

HP: 46
MP: 3
Attack: 40
Defense: 21
Agility: 25GOLD: 15 EXP: 41
NORMAL ITEM Soldier's sword
RARE ITEM Templar's uniform
REGIONS Kingdom of Ascantha, Ruined Abbey**Description:** Human knights that met a foul and painful end. Frustration and sadness at their pitiful fate keeps them in this world as undead monsters.**29: GIANT MOTH**

FAMILY: BUG

HP: 36
MP: 6
Attack: 31
Defense: 28
Agility: 27GOLD: 12 EXP: 37
NORMAL ITEM Rennet powder
RARE ITEM Red mould
REGIONS Maella Region, Kingdom of Ascantha**Description:** A large moth-like monster that flies freely through the air on giant wings. Capable of casting air-based spells on groups of enemies simultaneously.**36: METAL SLIME**

FAMILY: SLIME

HP: 4
MP: infinite
Attack: 30
Defense: 4096
Agility: 65GOLD: 5 EXP: 1350
NORMAL ITEM Seed of defence
RARE ITEM Seed of agility
REGIONS Kingdom of Ascantha, East Argonia, Unnamed Isle, Ruined Abbey, Areas Accessible By Air**Description:** Popular among adventurers for the inordinately large number of experience points they bestow. Although not particularly dangerous, their tendency to flee at the first sign of trouble makes them quite difficult to defeat.**30: DINGALING**

FAMILY: MATERIAL

HP: 28
MP: 4
Attack: 34
Defense: 41
Agility: 32GOLD: 16 EXP: 31
NORMAL ITEM Hairband
RARE ITEM Gold bracer
REGIONS Maella Region**Description:** A monster shaped like a large bell. Usually does nothing more than watch and laugh, but occasionally calls jargons for help.**37: SCORPION**

FAMILY: BUG

HP: 40
MP: 4
Attack: 43
Defense: 55
Agility: 32GOLD: 8 EXP: 42
NORMAL ITEM Antidotal herb
RARE ITEM Iron lance
REGIONS Maella Region, Kingdom of Ascantha**Description:** Enormous scorpions with impenetrable carapaces. Their defences protect them against all but the most determined physical attacks. Use magic to defeat them.**31: JARGON**

FAMILY: DRAGON

HP: 73
MP: 9
Attack: 60
Defense: 16
Agility: 23GOLD: 32 EXP: 64
NORMAL ITEM Rennet powder
RARE ITEM Fresh milk
REGIONS Maella Region, Kingdom of Ascantha**Description:** Physically quite imposing, these monsters are also capable of breathing fire and throwing magical sand from their jars. They appear to enjoy a symbiotic relationship with dingalings.**38: MORPHEAN MUSHROOM**

FAMILY: PLANT

HP: 45
MP: 9
Attack: 44
Defense: 38
Agility: 31GOLD: 11 EXP: 40
NORMAL ITEM Red mould
RARE ITEM Plain cheese
REGIONS Maella Region, Kingdom of Ascantha**Description:** Mushroom-shaped monsters with a sweet breath that puts enemies to sleep. Commonly encountered in humid areas such as deep forests and grasslands.**32: DRACKYMA**

FAMILY: BIRD

HP: 33
MP: 6
Attack: 29
Defense: 26
Agility: 28GOLD: 9 EXP: 28
NORMAL ITEM Moonwort bulb
RARE ITEM Wing of bat
REGIONS Kingdom of Ascantha, Ruined Abbey, Arcadia Region**Description:** Drackymas are the mothers of drackies. The lullabies they use to put their babies to sleep work just as well against their foes in battle.**39: BROWNIE**

FAMILY: HUMANOID

HP: 53
MP: 0
Attack: 36
Defense: 36
Agility: 34GOLD: 12 EXP: 43
NORMAL ITEM Medicinal herb
RARE ITEM Giant mallet
REGIONS Maella Region, Kingdom of Ascantha**Description:** Usually calm and timid, these monsters psyche themselves up to become vicious foes when provoked. Their tiny bodies conceal incredible power.**33: BULLFINCH**

FAMILY: BEAST

HP: 40
MP: 0
Attack: 37
Defense: 29
Agility: 24GOLD: 14 EXP: 30
NORMAL ITEM Cowpat
RARE ITEM Magic beast hide
REGIONS Maella Region, Ruined Abbey**Description:** Powerful bird-like monsters that resemble two-legged bulls. Sleepy and lethargic, they are foul-tempered when suddenly awakened.**40: FLYGUY**

FAMILY: BUG

HP: 39
MP: 8
Attack: 42
Defense: 35
Agility: 34GOLD: 16 EXP: 44
NORMAL ITEM Cowpat
RARE ITEM Plain cheese
REGIONS Kingdom of Ascantha, Ruined Abbey**Description:** A mutant fly grown to human size. Known to carry rare treasures.

BESTIARY

**41: PUPPETEER**

HP: 75
MP: 12
Attack: 41
Defence: 38
Agility: 38

GOLD 21 EXP 45
NORMAL ITEM Silk robe
RARE ITEM Slime earnings
REGIONS Kingdom of Ascantha

Description: A unique monster that delights in telling its opponents stories using hand-puppets.

FAMILY: HUMANOID

**48: CLOCKWORK CUCKOO**

HP: 32
MP: 0
Attack: 43
Defence: 111
Agility: 44

GOLD 31 EXP 56
NORMAL ITEM Iron nail
RARE ITEM Dagger
REGIONS Kingdom of Ascantha, Pickham Region

Description: These mechanical birds are the result of a mad scientist's twisted experiment. When they detect a target, they become a deadly whirlwind of razor-sharp blades.

**42: BODKIN BOWYER**

HP: 48
MP: Infinite
Attack: 46
Defence: 36
Agility: 37

GOLD 17 EXP 43
NORMAL ITEM Silk robe
RARE ITEM Short bow
REGIONS Kingdom of Ascantha, Wishers' Peak

Description: Great archers in spite of their size. Capable of surrounding opponents and unleashing a fusillade of arrows upon them. When trouble beckons, they swiftly call for reinforcements.

FAMILY: HUMANOID

**43: NIGHT SNEAKER**

HP: 52
MP: 12
Attack: 42
Defence: 43
Agility: 30

GOLD 20 EXP 52
NORMAL ITEM Moonwort bulb
RARE ITEM Bunny tail
REGIONS Kingdom of Ascantha

Description: Monsters that skulk around in the dead of night. They are masters of defensive magic and can deflect enemy spells.

FAMILY: MATERIAL

**44: MUMMY BOY**

HP: 75
MP: 0
Attack: 37
Defence: 30
Agility: 25

GOLD 9 EXP 55
NORMAL ITEM Bandana
RARE ITEM Turban
REGIONS Kingdom of Ascantha, Ruined Abbey, Wishers' Peak, Dark Ruins, Swordman's Labyrinth

Description: A monster wrapped from head to toe in filthy old bandages. Capable of spitting curses that envelop and immobilize enemies.

FAMILY: ZOMBIE

**45: HELL HORNET**

HP: 37
MP: 0
Attack: 43
Defence: 38
Agility: 34

GOLD 12 EXP 51
NORMAL ITEM Moonwort bulb
RARE ITEM Poison moth knife
REGIONS Maella Region, Kingdom of Ascantha, Wishers' Peak

Description: A monster hornet with a paralysing sting. Be sure to carry moonwort bulbs with you if you think you will encounter these vicious monsters.

FAMILY: BUG

**46: PAN PIPER**

HP: 48
MP: 8
Attack: 32
Defence: 42
Agility: 30

GOLD 18 EXP 54
NORMAL ITEM Medicinal herb
RARE ITEM Leather kilt
REGIONS Kingdom of Ascantha

Description: Half man, half goat, and the worst of both. Usually timid, they turn red if provoked and call for fellow pan pipers to join the fray.

FAMILY: HUMANOID

**47: SLIME KNIGHT**

HP: 53
MP: 4
Attack: 49
Defence: 85
Agility: 32

GOLD 22 EXP 55
NORMAL ITEM Slime earnings
RARE ITEM Templar's shield
REGIONS Kingdom of Ascantha, Wishers' Peak

Description: Angry at seeing their slime-friends bullied by swaggering adventurers, these courageous little monsters swore an oath to defend them. Now they roam the land as knights on slime steeds!

FAMILY: SLIME

**49: TREEFACE**

HP: 64
MP: 9
Attack: 56
Defence: 49
Agility: 38

GOLD 23 EXP 67
NORMAL ITEM Medicinal herb
RARE ITEM Strong medicine
REGIONS Maella Region, Kingdom of Ascantha, Wishers' Peak, Pickham Region, Baccarat Region

Description: Rightly feared for their habit of hiding in forests and ambushing travellers. When hurt, they pluck leaves from their own branches to use as healing herbs.

**50: KISSER**

HP: 49
MP: 0
Attack: 46
Defence: 39
Agility: 42

GOLD 15 EXP 53
NORMAL ITEM Waterweed mould
RARE ITEM Red mould
REGIONS Kingdom of Ascantha, Pickham Region

Description: Wet and glistening monsters said to carry various moulds that can be used to make special cheeses.

**51: DIEMON**

HP: 64
MP: 10
Attack: 31
Defence: 44
Agility: 43

GOLD 19 EXP 58
NORMAL ITEM Chimaera wing
RARE ITEM Magic beast hide
REGIONS Kingdom of Ascantha, Wishers' Peak

Description: Mysterious monsters known for wearing eerie masks. Their real faces are said to be even scarier.

**52: WALKING CORPSE**

HP: 94
MP: 0
Attack: 39
Defence: 9
Agility: 10

GOLD 11 EXP 59
NORMAL ITEM Antidotal herb
RARE ITEM Chain mail
REGIONS Pickham Region, Ruined Abbey, Wishers' Peak

Description: As the name implies, a monstrous rotten corpse. Their foul appearance can cause your tension to decrease suddenly.

**53: FAT BAT**

HP: 52
MP: 3
Attack: 53
Defence: 42
Agility: 41

GOLD 9 EXP 61
NORMAL ITEM Wing of bat
RARE ITEM Magic beast hide
REGIONS Kingdom of Ascantha, Wishers' Peak

Description: Heavyweight monsters that dive-bomb opponents, body-slamming them to the ground.

**54: NIGHT FOX**

HP: 56
MP: 6
Attack: 54
Defence: 44
Agility: 64

GOLD 16 EXP 56
NORMAL ITEM Rapier
RARE ITEM Feathered cap
REGIONS Pickham Region

Description: Extremely agile, these monsters are feared for their skillful rapier-work and Mercurial Thrusts.

	55: PAPRIKAN	FAMILY: PLANT		62: CANNIBOX	FAMILY: MATERIAL
HP: 54 MP: 6 Attack: 48 Defence: 45 Agility: 43	Description: A pair of psychotic peppers. Their crazed grins belie their wiliness in battle. They can prevent enemies from using spells, and like to pummel their adversaries with body-slams.	GOLD: 10 EXP: 47	HP: 61 MP: 12 Attack: 60 Defence: 50 Agility: 46	Description: A skilful mimic that disguises itself as a treasure chest. It waits quietly to be discovered, then chomps on unwary travellers with its sharp fangs. Occasionally capable of landing devastating attacks.	GOLD: 110 EXP: 76
NORMAL ITEM Red mould RARE ITEM Rapier REGIONS Pickham Region			NORMAL ITEM Iron nail RARE ITEM Pot lid REGIONS Unnamed Isle, Swordsman's Labyrinth		

	56: CHIMAERA	FAMILY: BIRD		63: GOODYBAG	FAMILY: MATERIAL
HP: 54 MP: 6 Attack: 52 Defence: 46 Agility: 46	Description: The wings of these monsters are useful items that allow travellers to teleport to previously visited locations instantly.	GOLD: 12 EXP: 64	HP: 55 MP: 8 Attack: 54 Defence: 51 Agility: 50	Description: An enchanted bag of treasure-turned-monster. Highly resistant to almost every spell, except those that drain its magic.	GOLD: 106 EXP: 32
NORMAL ITEM Chimaera wing RARE ITEM Hairband REGIONS Kingdom of Ascantha, Pickham Region, Land of the Moles, East Argonia			NORMAL ITEM Gold bracer RARE ITEM Prayer ring REGIONS Swordsman's Labyrinth, Beneath Ascantha		

	57: HOOD	FAMILY: HUMANOID		64: WITCH	FAMILY: DEMON
HP: 60 MP: 0 Attack: 54 Defence: 46 Agility: 38	Description: Mysterious masked monsters with a nasty habit of hacking down unwary travellers. These vain creatures love to flex their muscles and psyche up in front of their enemies.	GOLD: 14 EXP: 66	HP: 48 MP: 12 Attack: 47 Defence: 62 Agility: 50	Description: A sexy she-monster that seduces enemies with her Puff-Puff ability before unleashing a barrage of spells on her hapless foes.	GOLD: 22 EXP: 66
NORMAL ITEM Stone axe RARE ITEM Leather cape REGIONS Pickham Region			NORMAL ITEM Wizard's staff RARE ITEM Garter REGIONS Pickham Region		

	58: HEADHUNTER	FAMILY: HUMANOID		65: MUMMY	FAMILY: ZOMBIE
HP: 54 MP: 0 Attack: 56 Defence: 53 Agility: 43	Description: Known for their jumping ability, these monsters wait for the best opportunity to attack their enemies. Watch out for their vicious slashes and formidable defensive abilities.	GOLD: 18 EXP: 62	HP: 66 MP: 9 Attack: 67 Defence: 60 Agility: 47	Description: A cursed monster that continues to suffer even in death. As an undead creature, it hates the living and attacks travellers on sight.	GOLD: 10 EXP: 67
NORMAL ITEM Medicinal herb RARE ITEM Scale shield REGIONS Pickham Region			NORMAL ITEM Turban RARE ITEM Scholar's specs REGIONS Swordsman's Labyrinth, Dark Ruins		

	59: MINIDEMON	FAMILY: DEMON		66: CURESLIME	FAMILY: SLIME
HP: 59 MP: 5 Attack: 48 Defence: 52 Agility: 45	Description: A surprisingly powerful monster. Its cute looks betray no hint that it is skilled at both fire and ice magic.	GOLD: 11 EXP: 59	HP: 54 MP: 20 Attack: 30 Defence: 58 Agility: 30	Description: As the name implies, this is a slime capable of casting powerful curative magic. Defeat it quickly or it will heal its weaker comrades during battle.	GOLD: 11 EXP: 70
NORMAL ITEM Wing of bat RARE ITEM Rockbomb shard REGIONS Pickham Region			NORMAL ITEM Medicinal herb RARE ITEM Moon's mercy REGIONS East Argonia, Unnamed Isle, Trodain Castle, Areas Accessible By Air		

	60: GORILLA	FAMILY: BEAST		67: RESTLESS ARMOUR	FAMILY: MATERIAL
HP: 65 MP: 0 Attack: 63 Defence: 43 Agility: 39	Description: A brute of a monster that wields a club to bash enemies. Even a single blow can inflict a tremendous amount of damage.	GOLD: 10 EXP: 65	HP: 51 MP: 0 Attack: 75 Defence: 26 Agility: 48	Description: The angry soul of a dead swordsman inhabiting an empty suit of armour. Occasionally summons healslimes to assist it in battle.	GOLD: 13 EXP: 74
NORMAL ITEM Magic beast hide RARE ITEM Giant mallet REGIONS Pickham Region			NORMAL ITEM Iron shield RARE ITEM Iron armour REGIONS Swordsman's Labyrinth		

	61: MUD MANNEQUIN	FAMILY: MATERIAL		68: LOST SOUL	FAMILY: ELEMENTAL
HP: 63 MP: 0 Attack: 65 Defence: 66 Agility: 30	Description: A crude figure fashioned out of mud and animated with a magical spell. Dances a strange dance that lowers the MP of opponents.	GOLD: 15 EXP: 69	HP: 52 MP: 0 Attack: 41 Defence: 54 Agility: 49	Description: The soul of a slain traveler, endlessly wandering in search of its path back home.	GOLD: 9 EXP: 62
NORMAL ITEM Rock salt RARE ITEM Cypress stick REGIONS Kingdom of Trodain			NORMAL ITEM Holy water RARE ITEM Magic water REGIONS Swordsman's Labyrinth		

BESTIARY

**69: PHANTOM FENCER**HP: 65
MP: 9
Attack: 71
Defense: 62
Agility: 50

GOLD 12 EXP 68

NORMAL ITEM Leather cape
RARE ITEM Templar's sword
REGIONS Swordsman's Labyrinth**Description:** A ragged cape enchanted by powerful magic. Invulnerable to air-based spells.**76: BUFFALO WING**HP: 74
MP: 12
Attack: 73
Defense: 70
Agility: 53

GOLD 17 EXP 62

NORMAL ITEM Cowpat
RARE ITEM Fresh milk
REGIONS Kingdom of Trodain**70: HIPSTER**HP: 70
MP: 8
Attack: 70
Defense: 63
Agility: 50

GOLD 16 EXP 69

NORMAL ITEM Red mould
RARE ITEM Wing of bat
REGIONS Pickham Region, Kingdom of Trodain**Description:** A gorgeous hunk of a demon that spins and uses its thorny tail as a whip.**77: MUMBOH-JUMBOE**HP: 345
MP: 40
Attack: 105
Defense: 85
Agility: 80

GOLD 41 EXP 309

NORMAL ITEM Plain cheese
RARE ITEM Seed of life
REGIONS Kingdom of Trodain**78: MUM**HP: 65
MP: 20
Attack: 48
Defense: 63
Agility: 73

GOLD 25 EXP 68

NORMAL ITEM Plain cheese
RARE ITEM Leather armour
REGIONS Kingdom of Ascantha, Kingdom of Trodain**71: ROCKBOMB**HP: 68
MP: 20
Attack: 52
Defense: 110
Agility: 51

GOLD 11 EXP 70

NORMAL ITEM Rock salt
RARE ITEM Rockbomb shard
REGIONS Kingdom of Trodain, Mole Hole, Trodain Castle**Description:** A strange creature with an eerie laugh. When you hear it, you know it's about to self-destruct.**79: BOH**HP: 80
MP: Infinite
Attack: 52
Defense: 93
Agility: 81

GOLD 16 EXP 65

NORMAL ITEM Plain cheese
RARE ITEM Turtle shell
REGIONS Kingdom of Ascantha, Kingdom of Trodain**72: DIEABLO**HP: 78
MP: 15
Attack: 65
Defense: 70
Agility: 45

GOLD 37 EXP 72

NORMAL ITEM Gold bracer
RARE ITEM Gold ring
REGIONS Kingdom of Trodain**FAMILY: BEAST****Description:** A monster with a gleaming golden coat. Seems obsessed with collecting shiny objects.**80: JUM**HP: 75
MP: 10
Attack: 62
Defense: 68
Agility: 75

GOLD 4 EXP 60

NORMAL ITEM Plain cheese
RARE ITEM Copper sword
REGIONS Kingdom of Ascantha, Kingdom of Trodain**73: MUDDY HAND**HP: 49
MP: 0
Attack: 61
Defense: 64
Agility: 52

GOLD 8 EXP 45

NORMAL ITEM Medicinal herb
RARE ITEM Strength ring
REGIONS Kingdom of Trodain, Desert, Beneath Ascantha, Mole Hole, Areas Accessible By Air**Description:** A horrifying mud-monster that lives in the depths of the earth. Extends a hand above ground to pull travellers to their doom.**81: BOE**HP: 68
MP: 10
Attack: 61
Defense: 68
Agility: 75

GOLD 4 EXP 59

NORMAL ITEM Plain cheese
RARE ITEM Steel broadsword
REGIONS Kingdom of Ascantha, Kingdom of Trodain**74: TERROR TABBY**HP: 56
MP: 10
Attack: 65
Defense: 63
Agility: 52

GOLD 12 EXP 67

NORMAL ITEM Leather whip
RARE ITEM Turban
REGIONS Kingdom of Trodain**Description:** A feline monster that spends its days lazing about. In battle, its sleepiness can be contagious.**82: HUNTER MECH**HP: 71
MP: 10
Attack: 75
Defense: 106
Agility: 58

GOLD 20 EXP 76

NORMAL ITEM Hunter's bow
RARE ITEM Steel broadsword
REGIONS Trodain Castle**75: DEVILMOTH**HP: 20
MP: 0
Attack: 67
Defense: 64
Agility: 52

GOLD 19 EXP 66

NORMAL ITEM Antidotal herb
RARE ITEM Rennet powder
REGIONS Kingdom of Trodain**Description:** A foul insect-monster from the underworld. Spits and sprays poison at its enemies.**FAMILY: MACHINE**HP: 71
MP: 10
Attack: 75
Defense: 106
Agility: 58

GOLD 20 EXP 76

NORMAL ITEM Hunter's bow
RARE ITEM Steel broadsword
REGIONS Trodain Castle

**83: PINK PONGO**

FAMILY: BEAST

HP: 31
MP: 0
Attack: 76
Defense: 66
Agility: 59

GOLD: 18 EXP: 78
NORMAL ITEM: Giant mallet
RARE ITEM: Magic beast hide
REGIONS: Kingdom of Trodain

84: LIQUID METAL SLIME

FAMILY: SLIME

HP: 0
MP: Infinite
Attack: 65
Defense: 4096
Agility: 215

GOLD: 18 EXP: 10050
NORMAL ITEM: Seed of agility
RARE ITEM: Elevating shoes
REGIONS: Trodain Castle, Godbird's Eyrie, Unnamed Isle, Areas Accessible By Air, Unknown...

**85: MAD MOLE**

FAMILY: BEAST

HP: 55
MP: 0
Attack: 75
Defense: 65
Agility: 62

GOLD: 16 EXP: 68
NORMAL ITEM: Medicinal herb
RARE ITEM: Stone hardhat
REGIONS: Land of the Moles, Mole Hole, Beneath Ascantha

**86: WAILIN' WEED**

FAMILY: PLANT

HP: 59
MP: 8
Attack: 72
Defense: 59
Agility: 61

GOLD: 17 EXP: 73
NORMAL ITEM: Red mould
RARE ITEM: Coral hairpin
REGIONS: Trodain Castle

**87: GARUDA**

FAMILY: BIRD

HP: 80
MP: 21
Attack: 74
Defense: 71
Agility: 56

GOLD: 12 EXP: 75
NORMAL ITEM: Hairband
RARE ITEM: Poison moth knife
REGIONS: Kingdom of Trodain, Trodain Castle

**88: INFERNAL ARMOUR**

FAMILY: MATERIAL

HP: 88
MP: 0
Attack: 83
Defense: 86
Agility: 47

GOLD: 19 EXP: 90
NORMAL ITEM: Iron armour
RARE ITEM: Steel broadsword
REGIONS: Trodain Castle

**89: DRAGONTTHON**

FAMILY: DRAGON

HP: 164
MP: 8
Attack: 90
Defense: 55
Agility: 57

GOLD: 25 EXP: 101
NORMAL ITEM: Medicinal herb
RARE ITEM: Thorn whip
REGIONS: Trodain Castle

**90: MARS ROVER**

FAMILY: BEAST

HP: 78
MP: 0
Attack: 77
Defense: 63
Agility: 58

GOLD: 17 EXP: 56
NORMAL ITEM: Iron cuirass
RARE ITEM: Chain whip
REGIONS: Land of the Moles, Mole Hole, Beneath Ascantha

**91: PEEPER**

FAMILY: DEMON

HP: 78
MP: 52
Attack: 55
Defense: 73
Agility: 73

GOLD: 14 EXP: 75
NORMAL ITEM: Holy water
RARE ITEM: Magic water
REGIONS: Mole Hole

**92: COCKATEER**

FAMILY: BIRD

HP: 105
MP: 0
Attack: 96
Defense: 92
Agility: 59

GOLD: 28 EXP: 90
NORMAL ITEM: Stone hardhat
RARE ITEM: Titan belt
REGIONS: Baccarat Region

**93: GREAT SABRECAT**

FAMILY: BEAST

HP: 95
MP: 0
Attack: 110
Defense: 84
Agility: 72

GOLD: 31 EXP: 120
NORMAL ITEM: Medicinal herb
RARE ITEM: Magic beast hide
REGIONS: Baccarat Region

**94: METAL SLIME KNIGHT**

FAMILY: SLIME

HP: 90
MP: 8
Attack: 78
Defense: 145
Agility: 64

GOLD: 33 EXP: 91
NORMAL ITEM: Slime earrings
RARE ITEM: Kitty shield
REGIONS: Baccarat Region

**95: PUPPET PLAYER**

FAMILY: HUMANDID

HP: 100
MP: 15
Attack: 72
Defense: 92
Agility: 58

GOLD: 41 EXP: 90
NORMAL ITEM: Medicinal herb
RARE ITEM: Scholar's specs
REGIONS: Baccarat Region, East Argonia, Unnamed Isle

**96: SPITNIK**

FAMILY: ELEMENTAL

HP: 100
MP: 0
Attack: 88
Defense: 90
Agility: 58

GOLD: 18 EXP: 92
NORMAL ITEM: Boomerang
RARE ITEM: Moon's mercy
REGIONS: Baccarat Region

BESTIARY

**97: BODKIN FLETCHER**

FAMILY: HUMANOID

GOLD	23	EXP	86
NORMAL ITEM			
RARE ITEM	Antidotal herb		
REGIONS	Hunter's bow		Baccarat Region, East Argonia, Unnamed Isle

Description: Capable of firing huge volleys of poisoned arrows simultaneously, these monsters also carry antidotal herbs in case they accidentally stick themselves.

**104: SKELETON SOLDIER**

FAMILY: ZOMBIE

GOLD	26	EXP	93
NORMAL ITEM			
RARE ITEM	Titan belt		
REGIONS	Steel broadsword		Northwest Isle, Holy Isle of Neos, Unnamed Isle, Savella Area

Description: Former knights enslaved by the power of the Lord of Darkness. Loyal to the core, they continue to fight even in death.

**98: VENOM WASP**

FAMILY: BUG

GOLD	13	EXP	89
NORMAL ITEM			
RARE ITEM	Moonwort bulb		
REGIONS	Poison needle		Baccarat Region, Unnamed Isle

Description: Damages foes with poison needles while adroitly dodging incoming attacks. Rumour has it that a sting from this monster can cause paralysis.

**105: HAWK MAN**

FAMILY: BIRD

GOLD	24	EXP	100
NORMAL ITEM			
RARE ITEM	Chimaera wing		
REGIONS	Copper sword		Kingdom of Trodain, Land of the Moles, Ocean

Description: Nocturnal monsters that can freely fly through the air. Their preferred style of attack is to dive-bomb enemies from high altitude.

**99: ORC**

FAMILY: BEAST

GOLD	31	EXP	94
NORMAL ITEM			
RARE ITEM	Medicinal herb		
REGIONS	Iron lance		Baccarat Region, Unnamed Isle

Description: Boar-like monsters with masterful spear technique. Their Achilles heel is their low agility.

**106: TAP DEVIL**

FAMILY: DEMON

GOLD	21	EXP	78
NORMAL ITEM			
RARE ITEM	Leather cape		
REGIONS	Devil's tail		East Argonia, Holy Isle of Neos, Unnamed Isle

Description: Famed for their fancy footwork, these monsters use a variety of dance attacks during battle. See if you can spot them all!

**100: NIGHT EMPEROR**

FAMILY: DEMON

GOLD	46	EXP	93
NORMAL ITEM			
RARE ITEM	Wing of bat		
REGIONS	Gold ring		Baccarat Region, East Argonia, Holy Isle of Neos, Savella Area, Areas Accessible By Air

Description: A nocturnal monster that occasionally appears alongside goodybags in forested areas.

**107: MUSHROOM MAGE**

FAMILY: PLANT

GOLD	13	EXP	75
NORMAL ITEM			
RARE ITEM	Red mould		
REGIONS	Waterweed mould		East Argonia, Northwest Isle, Unnamed Isle, Holy Isle of Neos

Description: Man-eating mushroom monsters that live in shady forests. They cast ice magic to freeze unwary travellers and then use them as fertilizer.

**101: TREEVIL**

FAMILY: PLANT

GOLD	27	EXP	95
NORMAL ITEM			
RARE ITEM	Strong medicine		
REGIONS	Yggdrasil leaf		Baccarat Region, West Argonia, Unnamed Isle, East Argonia

Description: Said to carry Yggdrasil leaves in their treetops, these monsters have the ability to resurrect fallen comrades.

**108: REDTAIL HIPSTER**

FAMILY: DEMON

GOLD	36	EXP	92
NORMAL ITEM			
RARE ITEM	Wing of bat		
REGIONS	Thorn whip		Holy Isle of Neos, Unnamed Isle

Description: A cruel race of demons that cast instant-death spells in an attempt to consign their foes to an early grave.

**102: BATTLE BEETLE**

FAMILY: BUG

GOLD	22	EXP	96
NORMAL ITEM			
RARE ITEM	Templar's shield		
REGIONS	Iron helmet		Baccarat Region, Unnamed Isle

Description: The armoured pink carapaces of these insect monsters are highly resistant to physical attacks and spells. Try using magic to lower their defence before attacking.

**109: JUMPING JACKAL**

FAMILY: BEAST

GOLD	32	EXP	103
NORMAL ITEM			
RARE ITEM	Magic beast hide		
REGIONS	Assassin's dagger		Baccarat Region, West Argonia, Unnamed Isle

Description: Vicious beasts whose obsession with bodybuilding has turned them into even more formidable foes. Use spells to level the playing field.

**103: LUMP SHAMAN**

FAMILY: HUMANOID

GOLD	32	EXP	90
NORMAL ITEM			
RARE ITEM	Red mould		
REGIONS	Wizard's staff		Northwest Isle

Description: Obnoxious magicians with a penchant for casting spells to confuse their opponents. For an easier battle, stop their magic with a well-placed spell of your own.

**110: GOLD GOLEM**

FAMILY: MATERIAL

GOLD	726	EXP	54
NORMAL ITEM			
RARE ITEM	Gold bracer		
REGIONS	Gold ring		Holy Isle of Neos, Areas Accessible By Air

Description: Golden creatures that have taken it upon themselves to protect the Holy Isle of Neos and the Goddess statue erected there.

**111: KING SLIME**

FAMILY: SLIME

HP: 310
MP: 25
Attack: 150
Defence: 75
Agility: 62

GOLD: 51 EXP: 110
NORMAL ITEM: Slime earrings
RARE ITEM: Slime crown
REGIONS: Baccarat Region, Unnamed Isle, Areas Accessible By Air

Description: The result of many small slimes fusing together and bestowing themselves with a crown. A slime with royal aspirations!

**118: HADES CONDOR**

FAMILY: BIRD

HP: 102
MP: 16
Attack: 107
Defence: 98
Agility: 72

GOLD: 22 EXP: 99
NORMAL ITEM: Strong medicine
RARE ITEM: Eagle dagger
REGIONS: West Argonia, Ocean, Holy Isle of Neos

Description: A crafty monster that quietly observes its enemies to determine the weakest member of a party. Beware its talons.

**112: IRON SCORPION**

FAMILY: BUG

HP: 84
MP: 21
Attack: 105
Defence: 152
Agility: 63

GOLD: 21 EXP: 82
NORMAL ITEM: Iron nail
RARE ITEM: Farmer's scythe
REGIONS: West Argonia, East Argonia, Unnamed Isle, Desert

Description: The iron carapaces of these fearsome creatures are virtually impervious to sword attacks, but they are susceptible to explosive spells.

**119: FROGMAN**

FAMILY: BUG

HP: 116
MP: 16
Attack: 83
Defence: 99
Agility: 47

GOLD: 18 EXP: 88
NORMAL ITEM: Waterweed mould
RARE ITEM: Cool cheese
REGIONS: West Argonia, East Argonia, Unnamed Isle

Description: Frog-monsters with strange patterns covering their bodies. When provoked to reveal the human faces on their backs, they can use powerful spells and ice attacks which damage the whole party.

**113: TOXIC ZOMBIE**

FAMILY: ZOMBIE

HP: 116
MP: 0
Attack: 75
Defence: 48
Agility: 51

GOLD: 17 EXP: 75
NORMAL ITEM: Antidote herb
RARE ITEM: Wayfarer's clothes
REGIONS: Holy Isle of Neos, Northwest Isle, Unnamed Isle, West Argonia

Description: Undead corpses that live in poisonous swamps. If you have a hard time hitting them, try psyching up first.

**120: MIMIC**

FAMILY: MATERIAL

HP: 144
MP: infinite
Attack: 160
Defence: 100
Agility: 65

GOLD: 72 EXP: 128
NORMAL ITEM: Iron nail
RARE ITEM: Seed of strength
REGIONS: Unnamed Isle, Pirate's Cove

Description: To all appearances, these monsters look like nothing more than normal treasure chests. Try to open one, however, and the joke's on you. Beware the fearsome mimic!

**114: LESSER DEMON**

FAMILY: DEMON

HP: 119
MP: 0
Attack: 101
Defence: 77
Agility: 64

GOLD: 38 EXP: 107
NORMAL ITEM: Red mould
RARE ITEM: Gold bracer
REGIONS: Northwest Isle

Description: Fearsome demons capable of channeling the power of the underworld into a dazzling light attack.

**121: MAGIC DUMBBELL**

FAMILY: MATERIAL

HP: 78
MP: 14
Attack: 84
Defence: 90
Agility: 60

GOLD: 9 EXP: 41
NORMAL ITEM: Red mould
RARE ITEM: Rapier
REGIONS: Savella Area, West Argonia, Cape West of Pickham, East Argonia

Description: In groups, these otherwise silly-looking monsters are capable of playing melodies that can lay low even experienced adventurers.

**115: VOLPONE**

FAMILY: BEAST

HP: 107
MP: 24
Attack: 114
Defence: 108
Agility: 64

GOLD: 43 EXP: 102
NORMAL ITEM: Leather cape
RARE ITEM: Templar's sword
REGIONS: Holy Isle of Neos, Unnamed Isle

Description: Aristocrats of the monster world. Famed for doing the Hustle Dance when in dire trouble to tip the balance of a battle in their favour.

**122: GARGOYLE**

FAMILY: BIRD

HP: 120
MP: 0
Attack: 112
Defence: 102
Agility: 71

GOLD: 36 EXP: 114
NORMAL ITEM: Strong medicine
RARE ITEM: Steel broadsword
REGIONS: West Argonia, East Argonia

Description: Masters of the air, these monsters take flight on their leathery wings and attack foes from above.

**116: BOMBOULDER**

FAMILY: MATERIAL

HP: 115
MP: 10
Attack: 80
Defence: 111
Agility: 80

GOLD: 11 EXP: 111
NORMAL ITEM: Stone hardhat
RARE ITEM: Rockbomb shard
REGIONS: Baccarat Region, West Argonia, Unnamed Isle, Cape West of Pickham, Areas Accessible By Air

Description: They often appear uninterested when first encountered, but, in reality, they are merely biding their time, waiting for the best moment to attack.

**123: MAGIC MARIONETTE**

FAMILY: MATERIAL

HP: 117
MP: 0
Attack: 97
Defence: 92
Agility: 64

GOLD: 27 EXP: 108
NORMAL ITEM: Iron nail
RARE ITEM: Slime earrings
REGIONS: West Argonia, East Argonia

Description: Famed for launching into a strange dance that steals opponents' MP before running off. Although not particularly strong, these monsters can be quite annoying.

**117: SKULLRIDER**

FAMILY: DEMON

HP: 109
MP: 0
Attack: 110
Defence: 101
Agility: 77

GOLD: 32 EXP: 97
NORMAL ITEM: Medicinal herb
RARE ITEM: Bandana
REGIONS: West Argonia, East Argonia, Unnamed Isle

Description: Ninja-like monsters that execute rapid turns and rush their opponents' legs in an attempt to trip them up.

**124: NOTSO MACHO**

FAMILY: HUMANOID

HP: 147
MP: 12
Attack: 135
Defence: 80
Agility: 66

GOLD: 38 EXP: 120
NORMAL ITEM: Medicinal herb
RARE ITEM: Gold bracer
REGIONS: East Argonia

Description: A monster whose enormous, flabby body and lolling tongue belie its intelligence. Generally uses spells to raise its attack power before unleashing a powerful strike.

BESTIARY

**125: LUMP WIZARD**

FAMILY: HUMANOID

HP: 108
MP: Infinite
Attack: 87
Defence: 72
Agility: 60

GOLD 22 EXP 112

NORMAL ITEM Holy water

RARE ITEM Wizard's staff

REGIONS West Argonia, East Argonia

Description: These otherwise unassuming little lumps of flesh are in fact powerful magicians capable of casting both fire- and air-based spells.

**132: HOODLUM**

FAMILY: HUMANOID

HP: 121
MP: 9
Attack: 126
Defence: 97
Agility: 69

GOLD 32 EXP 106

NORMAL ITEM Tough guy tattoo

RARE ITEM Iron axe

REGIONS East Argonia, Savella Area, Cape West of Pickham

**126: BERSERKER**

FAMILY: HUMANOID

HP: 120
MP: 0
Attack: 119
Defence: 106
Agility: 67

GOLD 19 EXP 118

NORMAL ITEM Kitty shield

RARE ITEM Iron axe

REGIONS West Argonia

Description: Hyperactive monsters that live deep in forests. They swing their axes wildly as they charge their enemies.

**133: HOCUS CHIMAERA**

FAMILY: BIRD

HP: 108
MP: 8
Attack: 106
Defence: 108
Agility: 98

GOLD 35 EXP 115

NORMAL ITEM Chimaera wing

RARE ITEM Magic water

REGIONS East Argonia, Arcadia Region, Royal Hunting Ground, Rydon's Tower

**127: BULLDOZER**

FAMILY: BEAST

HP: 131
MP: 0
Attack: 125
Defence: 90
Agility: 68

GOLD 31 EXP 117

NORMAL ITEM Cowpat

RARE ITEM Plain cheese

REGIONS East Argonia, Savella Area

Description: Feisty monsters that resemble giant bulls. They paralyze opponents with Burning Breath before charging in for a ferocious attack.

**134: DEMONRIDER**

FAMILY: DEMON

HP: 125
MP: 0
Attack: 111
Defence: 98
Agility: 81

GOLD 37 EXP 131

NORMAL ITEM Copper sword

RARE ITEM Cool cheese

REGIONS Savella Area, Desert, East Argonia

Description: These vicious monsters are masters of ice attacks. Their undead steeds appear to be made from the bones of lesser demons.

**128: GHoul**

FAMILY: ZOMBIE

HP: 182
MP: 0
Attack: 102
Defence: 42
Agility: 66

GOLD 17 EXP 98

NORMAL ITEM Antidotal herb

RARE ITEM Gold ring

REGIONS East Argonia

Description: Strike or slice these monsters all you want; their undead flesh feels no pain. Beware of their tendency to call in fellow ghouls to sway the odds in their favour.

**135: KILLER MOTH**

FAMILY: BUG

HP: 84
MP: 8
Attack: 94
Defence: 91
Agility: 70

GOLD 14 EXP 116

NORMAL ITEM Rennet powder

RARE ITEM Antidotal herb

REGIONS Savella Area, Royal Hunting Ground

Description: Ferocious insect monsters that love nothing more than tormenting humans. Fond of casting blinding spells and exhaling a venomous mist during combat.

**129: SHADE**

FAMILY: ELEMENTAL

HP: 86
MP: 0
Attack: 95
Defence: 70
Agility: 68

GOLD 14 EXP 78

NORMAL ITEM Rennet powder

RARE ITEM Wings of bat

REGIONS East Argonia, Savella Area, Ocean

Description: It is said that these terrifying apparitions are born when the restless shadows of fallen monsters coalesce.

**136: JABBERWOCKEE**

FAMILY: HUMANOID

HP: 645
MP: 13
Attack: 178
Defence: 120
Agility: 74

GOLD 100 EXP 318

NORMAL ITEM Special medicine

RARE ITEM Steel broadsword

REGIONS Cape West of Pickham, Rydon's Tower

Description: The combined form of four smaller monsters: jab, ber, woc, and kee. In spite of their penchant for working together, they seem to be lacking in the team-spirit department.

**130: LETHAL ARMOUR**

FAMILY: MATERIAL

HP: 145
MP: 20
Attack: 151
Defence: 136
Agility: 70

GOLD 52 EXP 124

NORMAL ITEM Soldier's sword

RARE ITEM Heavy armour

REGIONS East Argonia, Desert

Description: A killer suit of armour with a grudge against humanity. This monster boasts high offensive and defensive capabilities. Use support magic to subdue it before it uses its own magic to put everyone to sleep.

**137: JAB**

FAMILY: HUMANOID

HP: 90
MP: Infinite
Attack: 65
Defence: 110
Agility: 80

GOLD 25 EXP 81

NORMAL ITEM Moonwort bulb

RARE ITEM Iron helmet

REGIONS Cape West of Pickham, Rydon's Tower

Description: The stubborn head of the mighty jabberwockee. An unyielding blockhead of a leader, famed for never having apologized for anything in its entire life.

**131: KING CURESLIME**

FAMILY: SLIME

HP: 180
MP: Infinite
Attack: 149
Defence: 60
Agility: 80

GOLD 16 EXP 136

NORMAL ITEM Armor seco essence

RARE ITEM Yggdrasil dew

REGIONS East Argonia, Rydon's Tower, Trolls' Maze, Black Citadel, Areas Accessible By Air

Description: These massive slimes are theoretically capable of fully healing all of their allies in one go, but actual recorded cases are quite rare.

**138: BER**

FAMILY: HUMANOID

HP: 75
MP: 9
Attack: 84
Defence: 110
Agility: 72

GOLD 25 EXP 71

NORMAL ITEM Rock salt

RARE ITEM Iron armour

REGIONS Cape West of Pickham, Rydon's Tower

Description: The selfish body of the mighty jabberwockee. Deeply resents jab, kee, and woc for forcing it to carry them all the time.

**139: KEE**

FAMILY: HUMANOID

HP: 75
MP: 10
Attack: 71
Defense: 110
Agility: 83

GOLD 25 EXP 61

NORMAL ITEM Antidotal herb
RARE ITEM Steel broadsword
REGIONS Cape West of Pickham, Rydon's Tower

Description: The pompous right arm of the mighty jabberwockee. Never misses a chance to guilt-trip jab, ber, and woc into thanking it for its healing ability.

**146: IRON RHINO**

FAMILY: BUG

HP: 48
MP: 0
Attack: 123
Defense: 255
Agility: 107

GOLD 68 EXP 138

NORMAL ITEM Farmer's scythe
RARE ITEM Iron helmet
REGIONS Arcadia Region, Rydon's Tower

Description: A silver beetle-monster. Protected by its iron-hard carapace, it can shatter boulders with a headbutt.

**140: WOC**

FAMILY: HUMANOID

HP: 75
MP: 13
Attack: 71
Defense: 110
Agility: 83

GOLD 25 EXP 61

NORMAL ITEM Medicinal herb
RARE ITEM Iron shield
REGIONS Cape West of Pickham, Rydon's Tower

Description: The egotistical left arm of the mighty jabberwockee. Constantly on the lookout for a chance to use its magic to speed itself up and flee.

**141: SILENUS**

FAMILY: HUMANOID

HP: 151
MP: 0
Attack: 95
Defense: 91
Agility: 66

GOLD 138 EXP 113

NORMAL ITEM Magic beast hide
RARE ITEM Fur hood
REGIONS Savella Area

Description: These monsters use their hornpipes to herd wild sheep to lush green pastures. Their flocks are utterly devoted to them.

**147: DANCING FLAME**

FAMILY: ELEMENTAL

HP: 30
MP: 0
Attack: 112
Defense: 92
Agility: 78

GOLD 14 EXP 143

NORMAL ITEM Bandit's grass skirt
RARE ITEM Spicy cheese
REGIONS Desert, Black Citadel

Description: The physical manifestations of the flames of a subterranean volcano. Fond of using their scorching breath to give adventurers a warm reception!

**148: BLOOD MUMMY**

FAMILY: ZOMBIE

HP: 138
MP: 0
Attack: 118
Defense: 75
Agility: 85

GOLD 16 EXP 125

NORMAL ITEM Bandana
RARE ITEM Red mould
REGIONS Dark Ruins

Description: Recent converts to the cult of the Lord of Darkness. Use magic to fell them quickly before they have a chance to curse you.

**142: ROBO-ROBIN**

FAMILY: MACHINE

HP: 98
MP: 99
Attack: 99
Defense: 125
Agility: 99

GOLD 43 EXP 96

NORMAL ITEM Iron nail
RARE ITEM Iron cuirass
REGIONS Arcadia Region, Savella Area, Cape West of Pickham

Description: Bird-shaped killing machines. When attacks reduce their HP to a certain level, they self-destruct in an attempt to take their foes with them.

**149: PHANTOM SWORDSMAN**

FAMILY: ZOMBIE

HP: 102
MP: 3
Attack: 134
Defense: 115
Agility: 79

GOLD 34 EXP 164

NORMAL ITEM Armor seco essence
RARE ITEM Magic water
REGIONS Dark Ruins

Description: Acolytes of the Lord of Darkness that gave their own lives in sacrifice. Their flesh is gone, but their faith remains to fuel their hunger for battle.

**143: PUPPET MASTER**

FAMILY: HUMANOID

HP: 130
MP: 8
Attack: 120
Defense: 112
Agility: 75

GOLD 51 EXP 132

NORMAL ITEM Chimaera wing
RARE ITEM Dancer's costume
REGIONS Arcadia Region, Cape West of Pickham

Description: The undisputed master of puppeteers. The distinctive fire-spewing chimaera puppet is an original creation.

**150: HACKSAURUS**

FAMILY: DRAGON

HP: 171
MP: 3
Attack: 155
Defense: 106
Agility: 65

GOLD 55 EXP 216

NORMAL ITEM Dragon scale
RARE ITEM Dragon dung
REGIONS Arcadia Region, Royal Hunting Ground

Description: Giant axe-toting dragons. Fond of using their scorching flame-breath to roast hapless travellers.

**144: DEATH SCORPION**

FAMILY: BUG

HP: 60
MP: 0
Attack: 130
Defense: 164
Agility: 78

GOLD 14 EXP 99

NORMAL ITEM Antidotal herb
RARE ITEM Poison needle
REGIONS Desert

Description: A monstrous scorpion that sends unwary travellers to an early grave. Highly resistant to fire-based spells.

**151: BONE BARON**

FAMILY: ZOMBIE

HP: 122
MP: 0
Attack: 142
Defense: 110
Agility: 88

GOLD 56 EXP 176

NORMAL ITEM Iron shield
RARE ITEM Holy lance
REGIONS Arcadia Region, Dark Ruins

Description: Aristocratic monsters. Using their spear tips, they trace their family crest in the air and unleash a powerful magical attack.

**145: JACKAL RIPPER**

FAMILY: BEAST

HP: 142
MP: Infinite
Attack: 127
Defense: 104
Agility: 72

GOLD 32 EXP 123

NORMAL ITEM Titan belt
RARE ITEM Assassin's dagger
REGIONS Arcadia Region, Royal Hunting Ground

Description: Born fighters, these monsters are masters of the Thin Air attack and highly resistant to air-based spells.

**152: SWINGIN' HIPSTER**

FAMILY: DEMON

HP: 144
MP: 0
Attack: 158
Defense: 115
Agility: 80

GOLD 45 EXP 155

NORMAL ITEM Medicinal herb
RARE ITEM Spangled dress
REGIONS Arcadia Region

Description: Green devils that make their homes in remote areas. They curse their foes with the point of a finger.

BESTIARY

**153: ORC KING**

FAMILY: BEAST

HP: 148	MP: 18
Attack: 132	Defence: 117
Agility: 74	
GOLD: 38	EXP: 154

NORMAL ITEM: Magic beast hide
RARE ITEM: Long spear
REGIONS: Arcadia Region, Rydon's Tower, Royal Hunting Ground

Description: Although these monsters appear to be vicious and unthinking barbarians, they're actually masters of a spell that can resurrect fallen comrades.

**160: FREEZE FLY**

FAMILY: BUG

HP: 126	MP: 30
Attack: 107	Defence: 120
Agility: 86	
GOLD: 36	EXP: 160

NORMAL ITEM: Cowpat
RARE ITEM: Dragon dung
REGIONS: Blizzard Peaks, Herb Grotto

Description: Fly monsters that have a full command of the strongest ice magic. They live in cold areas, where they feast upon the frozen flesh of dead animals and unfortunate travellers.

**154: SOULSPAWN**

FAMILY: ELEMENTAL

HP: 75	MP: 6
Attack: 95	Defence: 76
Agility: 81	
GOLD: 9	EXP: 138

NORMAL ITEM: Moonwort bulb
RARE ITEM: Elfin elixir
REGIONS: Dark Ruins, Rydon's Tower

Description: A clump of souls fused into a hideous ball. These monsters are highly resistant to magic, so psyche up before attacking.

**161: DARK SLIME**

FAMILY: SLIME

HP: 97	MP: 16
Attack: 138	Defence: 97
Agility: 87	
GOLD: 12	EXP: 87

NORMAL ITEM: Medicinal herb
RARE ITEM: Magical hat
REGIONS: Godbird's Eyrie (Dark), Farebury Region, Unnamed Isle, Untrodden Groves, Pickham Region, Maella Region, Baccarat Region, Arcadia Region, East Argonia, Areas Accessible By Air, World of Darkness

Description: A slime from the World of Darkness who has mastered the Slime Spank, a secret attack technique used only by slimes. A fearsome foe indeed.

**155: GRYPHON**

FAMILY: BIRD

HP: 161	MP: 16
Attack: 141	Defence: 107
Agility: 91	
GOLD: 32	EXP: 167

NORMAL ITEM: Chimaera wing
RARE ITEM: Razor wing boomerang
REGIONS: Arcadia Region, Rydon's Tower

Description: Silent and intimidating bird-creatures that like to prevent their foes from using magic before attacking them with their razor-sharp talons.

**162: FROSTBURN**

FAMILY: ELEMENTAL

HP: 113	MP: 10
Attack: 99	Defence: 115
Agility: 78	
GOLD: 16	EXP: 199

NORMAL ITEM: Magic water
RARE ITEM: Chilly cheese
REGIONS: Blizzard Peaks, Herb Grotto

Description: Said to be the soul of a man betrayed by his lover. The terrible pain of her deceit froze his heart and turned him into a vengeful monster.

**156: GOLEM**

FAMILY: MATERIAL

HP: 225	MP: 0
Attack: 177	Defence: 153
Agility: 88	
GOLD: 50	EXP: 237

NORMAL ITEM: Rennet powder
RARE ITEM: Titan belt
REGIONS: Arcadia Region, Rydon's Tower

Description: Risen from the remnants of a magnificent ancient city. A visceral nostalgia for the days of old led bricks from the ruins to spontaneously reassemble themselves into human form.

**163: HELLHOUND**

FAMILY: BEAST

HP: 166	MP: 0
Attack: 152	Defence: 123
Agility: 87	
GOLD: 26	EXP: 108

NORMAL ITEM: Medicinal herb
RARE ITEM: Magic beast hide
REGIONS: Blizzard Peaks, Herb Grotto

Description: Once ordinary wolves, now enslaved by an evil power. These unfortunate creatures tend to band together and live in packs.

**157: FALLEN PRIEST**

FAMILY: HUMANOID

HP: 158	MP: 50
Attack: 105	Defence: 90
Agility: 75	
GOLD: 63	EXP: 183

NORMAL ITEM: Magic vestment
RARE ITEM: Steel scythe
REGIONS: Dark Ruins

Description: Former priests of the cult of the Lord of Darkness. Their enslaved souls remain on earth to punish those who dare intrude into the Dark Ruins.

**164: TROLL**

FAMILY: DEMON

HP: 425	MP: 0
Attack: 310	Defence: 66
Agility: 51	
GOLD: 46	EXP: 210

NORMAL ITEM: Tough guy tattoo
RARE ITEM: Sledgehammer
REGIONS: Arcadia Region, Isolated Plateau, Dark Ruins, Trolls' Maze

Description: Gruesome giants with grotesque smiles. They love to pound the enemy with their massive clubs, and, with their high HP, can take just as much damage as they deal.

**158: DEAD RINGER**

FAMILY: MATERIAL

HP: 134	MP: 20
Attack: 108	Defence: 118
Agility: 85	
GOLD: 12	EXP: 68

NORMAL ITEM: Chilly cheese
RARE ITEM: Scholar's specs
REGIONS: Blizzard Peaks

Description: A bell made of ice. Those unfortunate enough to hear its chilling death-knell are frozen solid.

**165: ICE QUEEN**

FAMILY: DEMON

HP: 221	MP: 0
Attack: 125	Defence: 124
Agility: 88	
GOLD: 56	EXP: 186

NORMAL ITEM: Fishnet stockings
RARE ITEM: Staff of divine wrath
REGIONS: Blizzard Peaks

Description: A tension queen found in snowy mountain regions. Few can survive her Cool Breath when she's fully psych'd up!

**159: LIVING STATUE**

FAMILY: MATERIAL

HP: 256	MP: 0
Attack: 188	Defence: 162
Agility: 80	
GOLD: 90	EXP: 306

NORMAL ITEM: Stone hardhat
RARE ITEM: Ruby of protection
REGIONS: Rydon's Tower

Description: Originally created by a renowned Arcadian sculptor, these statues were so exquisite that they took on lives of their own.

**166: ABOMINAPE**

FAMILY: BEAST

HP: 186	MP: 0
Attack: 128	Defence: 110
Agility: 89	
GOLD: 24	EXP: 202

NORMAL ITEM: Giant mallet
RARE ITEM: Chilly cheese
REGIONS: Blizzard Peaks

Description: Ape monsters with fur as white as a blizzard. They pack snow into iceballs and furiously hurl them at enemies. Needless to say, their temper is hotter than their habitat.

**167: BEELZEBUZZ**

FAMILY: BUG

Description: Fly monsters that feast upon the flesh of fallen dragons. They are rightly feared as insect versions of bomboulders.

GOLD 21 EXP 165

NORMAL ITEM Cowpat

RARE ITEM Dragon dung

REGIONS Dragon Graveyard

174: DRAGURN

FAMILY: DRAGON

Description: Pot-bellied monsters known for their scaly coats, which repel fire- and ice-based attacks.

GOLD 61 EXP 302

NORMAL ITEM Dragon dung

RARE ITEM Dragon scale

REGIONS Isolated Plateau, Dragon Graveyard, Godbird's Eyrie

**168: KILLING MACHINE**

FAMILY: MACHINE

Description: Invented by the infamous Dr. Dorte, these killing machines don't feel pity, remorse, or fear. Once activated, they will not stop until every living creature within range has been terminated.

GOLD 58 EXP 315

NORMAL ITEM Iron cuirass

RARE ITEM Steel broadsword

REGIONS Blizzard Peaks, Dragon Graveyard, Herb Grotto

**175: SMACKER**

FAMILY: BUG

Description: Strange monsters that surround themselves with magic barriers to deflect spells. They are also associated with good luck; it is said that any who encounter them are sure to find true love.

GOLD 18 EXP 149

NORMAL ITEM Moomwort bulb

RARE ITEM Waterweed mould

REGIONS Isolated Plateau, Dragon Graveyard, Godbird's Eyrie, Pirate's Cove

**169: ICEKILLER**

FAMILY: HUMANOID

Description: Ferocious ice-warriors born and raised in the deep mountain snow. Said to display a chilling hatred of all things warm.

GOLD 78 EXP 221

NORMAL ITEM Titan belt

RARE ITEM Poison moth knife

REGIONS Blizzard Peaks, Herb Grotto

**176: ZOMBIE GLADIATOR**

FAMILY: ZOMBIE

Description: A fearsome foe with multiple arms. Specialises in using several different weapons simultaneously! Tactically astute, and quick to exploit individual weakness.

GOLD 71 EXP 283

NORMAL ITEM Battle-axe

RARE ITEM Steel broadsword

REGIONS Isolated Plateau, Pirate's Cove, Godbird's Eyrie

**170: SHADOW**

FAMILY: ELEMENTAL

Description: Born from the darkness, these creatures jump from shadow to shadow to sneak up on foes. They are completely unaffected by physical attacks.

GOLD 14 EXP 216

NORMAL ITEM Bronze knife

RARE ITEM Iron mask

REGIONS Godbird's Eyrie (Dark), Maella Region, Farebury Region, Kingdom of Trodain, Kingdom of Ascantha, Pickham Region, Cape West of Pickham, West Argonia, Blizzard Peaks, World of Darkness

**177: STONE GOLEM**

FAMILY: MATERIAL

Description: A stone giant, formed from a headstone deep within the Dark Ruins that absorbed an evil soul and turned into a monster.

GOLD 38 EXP 340

NORMAL ITEM Strong medicine

RARE ITEM Rockbomb shard

REGIONS Isolated Plateau, Godbird's Eyrie

**171: METAL KING SLIME**

FAMILY: SLIME

Description: Travellers who happen to encounter this monster can't help chuckling. And if they're fortunate enough to defeat it, they can't stop smiling.

GOLD 240 EXP 30010

NORMAL ITEM Slime crown

RARE ITEM Orychalcum

REGIONS Untrodden Groves, Dragon Graveyard, Black Citadel, Areas Accessible By Air, Unknown...

**178: DARK CONDOR**

FAMILY: BIRD

Description: An evil bird-monster that flies through the skies of the World of Darkness. Casts powerful healing magic on itself and its allies when close to defeat.

GOLD 26 EXP 224

NORMAL ITEM Chimaera wing

RARE ITEM Wing of bat

REGIONS Godbird's Eyrie (Dark), Desert, Farebury Region, Blizzard Peaks, Unnamed Isle, World of Darkness

**172: FROST WYVINE**

FAMILY: DRAGON

Description: Born from silver frost, these ice-monsters live to punish those who hate snow and blizzards.

GOLD 62 EXP 326

NORMAL ITEM Dragon scale

RARE ITEM Chain whip

REGIONS Blizzard Peaks, Herb Grotto

**179: MUCHO MACHO**

FAMILY: HUMANOID

Description: An overweight warrior with a penchant for using magic to double its attack power. Fights like a real mucho macho man.

GOLD 51 EXP 318

NORMAL ITEM Strong medicine

RARE ITEM Magical hat

REGIONS Isolated Plateau, Godbird's Eyrie

**173: ELYSIUM BIRD**

FAMILY: BIRD

Description: Beautiful masters of the skies. Beware their resistance to support spells and their ability to heal multiple allies simultaneously.

GOLD 43 EXP 163

NORMAL ITEM Eagle dagger

RARE ITEM Ruby of protection

REGIONS Isolated Plateau, Godbird's Eyrie, Areas Accessible By Air

**180: DARK SKELETON**

FAMILY: ZOMBIE

Description: These dedicated and fiercely loyal monsters stand against humanity.

GOLD 31 EXP 304

NORMAL ITEM Moonwort bulb

RARE ITEM Bronze shield

REGIONS Godbird's Eyrie (Dark), World of Darkness, Farebury Region, Unnamed Isle, Areas Accessible By Air

BESTIARY

**181: DARK MACARBOUR**

FAMILY: PLANT

HP: 334
MP: 0
Attack: 188
Defence: 126
Agility: 84

GOLD: 56 EXP: 333

NORMAL ITEM Strong medicine

RARE ITEM Yggdrasil leaf

REGIONS World of Darkness, Kingdom of Trodain, Kingdom of Ascantha, Arcadia Region, Baccarat Region

Description: A fearsome tree of death. In the World of Darkness, trees grow from leaves rather than seeds, sprouting branches first and roots last.

**188: WAR GRYPHON**

FAMILY: BIRD

HP: 249
MP: 20
Attack: 172
Defence: 118
Agility: 99

GOLD: 59 EXP: 305

NORMAL ITEM Chimaera wing

RARE ITEM Spicy cheese

REGIONS Isolated Plateau, Areas Accessible By Air

**182: TYRANTOSAURUS**

FAMILY: DRAGON

HP: 208
MP: 0
Attack: 187
Defence: 146
Agility: 108

GOLD: 57 EXP: 283

NORMAL ITEM Dragon scale

RARE ITEM Iron axe

REGIONS Isolated Plateau, Dragon Graveyard, Godbird's Eyrie

Description: A dragon warrior. Use magic to defend yourself against fire, lest you be consumed by their searing flame breath.

**189: DARK TURKEY**

FAMILY: BIRD

HP: 214
MP: 12
Attack: 158
Defence: 129
Agility: 310

GOLD: 73 EXP: 309

NORMAL ITEM Garter

RARE ITEM Dream blade

REGIONS Godbird's Eyrie (Dark), World of Darkness, Farebury Region, Kingdom of Ascantha, Kingdom of Trodain, Pickham Region, East Argonia, Baccarat Region, Alexandria Region, Areas Accessible By Air

**183: DEMON THUNDERER**

FAMILY: DEMON

HP: 179
MP: 0
Attack: 132
Defence: 138
Agility: 97

GOLD: 48 EXP: 250

NORMAL ITEM Devil's tail

RARE ITEM Wizard's staff

REGIONS Isolated Plateau, Pirate's Cove, Godbird's Eyrie

Description: This foul demon is completely resistant to thunder-based attacks. Said to be a physical form of thunder itself.

**190: HELIGATOR**

FAMILY: BEAST

HP: 513
MP: 0
Attack: 223
Defence: 96
Agility: 75

GOLD: 138 EXP: 617

NORMAL ITEM Hairband

RARE ITEM Scale armour

REGIONS Isolated Plateau, Areas Accessible By Air

**184: DARK STAR**

FAMILY: ELEMENTAL

HP: 335
MP: 13
Attack: 196
Defence: 135
Agility: 99

GOLD: 66 EXP: 301

NORMAL ITEM Medicinal herb

RARE ITEM Edged boomerang

REGIONS Godbird's Eyrie (Dark), Pickham Region, Alexandria Region, Land of the Moles, Untrodden Groves, East Argonia, Bilzzard Peaks

Description: A tiny star system from the World of Darkness. Emits an eerie light that makes enemies more vulnerable to spells.

**191: DARK DULLAHAN**

FAMILY: ZOMBIE

HP: 292
MP: 0
Attack: 195
Defence: 242
Agility: 105

GOLD: 138 EXP: 326

NORMAL ITEM Antidotal herb

RARE ITEM Zombie mail

REGIONS Godbird's Eyrie (Dark), Maella Region, Farebury Region, Arcadia Region, East Argonia, Kingdom of Trodain

**185: DARK MINISTER**

FAMILY: DEMON

HP: 193
MP: 16
Attack: 163
Defence: 177
Agility: 108

GOLD: 101 EXP: 316

NORMAL ITEM Leather cape

RARE ITEM Saint's ashes

REGIONS Godbird's Eyrie (Dark), Alexandria Region, Farebury Region

Description: Loyal creatures that have dedicated their lives to evil.

**192: KILLER CROAKER**

FAMILY: BUG

HP: 183
MP: 14
Attack: 102
Defence: 125
Agility: 100

GOLD: 16 EXP: 166

NORMAL ITEM Waterweed mould

RARE ITEM Bandana

REGIONS Untrodden Groves, Godbird's Eyrie, Areas Accessible By Air

Description: They may not look it, but the grim riders' donkeys are monsters in their own right. They are utterly dedicated to their riders.

**186: GRIM RIDER**

FAMILY: ZOMBIE

HP: 236
MP: 9
Attack: 184
Defence: 110
Agility: 98

GOLD: 72 EXP: 304

NORMAL ITEM Holy lance

RARE ITEM Magical hat

REGIONS Isolated Plateau, Godbird's Eyrie

Description: Born from the toxic sludge of the dark seas. Prevents foes from attacking by singing funny songs and making them laugh.

**187: DARK SEA-DIVA**

FAMILY: DEMON

HP: 236
MP: 25
Attack: 188
Defence: 98
Agility: 99

GOLD: 61 EXP: 287

NORMAL ITEM Waterweed mould

RARE ITEM Leather cape

REGIONS World of Darkness, Godbird's Eyrie (Dark)

HP: 284
MP: 20
Attack: 148
Defence: 116
Agility: 101

GOLD: 87 EXP: 245

NORMAL ITEM Leather hat

RARE ITEM Prayer ring

REGIONS Untrodden Groves, Godbird's Eyrie, Areas Accessible By Air

**193: HIGH ROLLER**

FAMILY: BEAST

HP: 593
MP: 0
Attack: 243
Defence: 96
Agility: 68

GOLD: 138 EXP: 637

NORMAL ITEM Hairband

RARE ITEM Scale armour

REGIONS Godbird's Eyrie (Dark), World of Darkness, Alexandria Region, West Argonia, Kingdom of Ascantha, Maella Region, Baccarat Region

Description: A heligator that somehow lost its way, ended up in the World of Darkness, and began a new life as a darkodile.

**194: DARKODILE**

FAMILY: BEAST

HP: 593
MP: 0
Attack: 243
Defence: 96
Agility: 68

GOLD: 138 EXP: 637

NORMAL ITEM Hairband

RARE ITEM Scale armour

REGIONS Godbird's Eyrie (Dark), World of Darkness, Alexandria Region, West Argonia, Kingdom of Ascantha, Maella Region, Baccarat Region

195: CYCLOPS FAMILY: DEMON

Description: A one-eyed giant possessing incredible strength. Fond of splitting the skulls of enemies with a swing of its enormous club.

HP: 402 **MP:** 0 **Attack:** 254 **Defence:** 112 **Agility:** 94

GOLD: 69 **EXP:** 443

NORMAL ITEM: Amor seco essence
RARE ITEM: Giant mallet
REGIONS: Untrodden Groves, Areas Accessible By Air, Trolls' Maze

202: CAPE GAPERER FAMILY: DEMON

Description: These dancers of the netherworld once played a central role in the rituals performed in honour of the Lord of Darkness. Experts in a wide variety of dance steps.

HP: 216 **MP:** 0 **Attack:** 148 **Defence:** 158 **Agility:** 134

GOLD: 31 **EXP:** 199

NORMAL ITEM: Boxer shorts
RARE ITEM: Devil's tail
REGIONS: Black Citadel, Kingdom of Ascantha, Farebury Region, Baccarat Region, Kingdom of Trodain

196: BLOODY HAND FAMILY: ZOMBIC

Description: Nightmarish creatures born from blood spilt on killing fields. They plunge battlefields into turmoil by beckoning other monsters into the fray.

HP: 182 **MP:** 0 **Attack:** 159 **Defence:** 123 **Agility:** 102

GOLD: 17 **EXP:** 146

NORMAL ITEM: Medicinal herb
RARE ITEM: Gold ring
REGIONS: Untrodden Groves, Godbird's Eryie, Areas Accessible By Air

203: CLAWS FAMILY: HUMANOID

Description: Aggressive monsters covered from head to toe in hard scales. They use magic to lower enemy defences before moving in for the kill.

HP: 283 **MP:** 0 **Attack:** 201 **Defence:** 153 **Agility:** 129

GOLD: 73 **EXP:** 386

NORMAL ITEM: Iron helmet
RARE ITEM: Assassin's dagger
REGIONS: Untrodden Groves, Northwest Isle, Unnamed Isle, West Argonia, Holy Isle of Neos, Black Citadel

197: SNAPDRAGON FAMILY: DRAGON

Description: Strange monsters that are animated forms of cursed rose bushes. They entwine enemies in thorny vines, then incinerate them with powerful fire spells.

HP: 436 **MP:** 30 **Attack:** 171 **Defence:** 116 **Agility:** 102

GOLD: 63 **EXP:** 356

NORMAL ITEM: Thorn whip
RARE ITEM: Spiked steel whip
REGIONS: Untrodden Groves, Areas Accessible By Air, Trolls' Maze

204: BOSS TROLL FAMILY: DEMON

Description: Leaders of the troll world. Their imposing bulk translates into a massive amount of HP. Resistant to damage and difficult to defeat.

HP: 780 **MP:** 0 **Attack:** 278 **Defence:** 79 **Agility:** 82

GOLD: 56 **EXP:** 426

NORMAL ITEM: Special medicine
RARE ITEM: Premium mould
REGIONS: Trolls' Maze, Kingdom of Ascantha, Alexandria Region, Black Citadel, Arcadia Region, Desert

198: BUFFALOGRÉ FAMILY: BEAST

Description: A ferocious and powerful golden monster that grows even stronger when fighting alongside its friend, mohawker.

HP: 360 **MP:** 0 **Attack:** 216 **Defence:** 186 **Agility:** 104

GOLD: 120 **EXP:** 363

NORMAL ITEM: Red mould
RARE ITEM: Iron cuirass
REGIONS: Untrodden Groves

205: MIMIC KING FAMILY: MATERIAL

Description: Treasure chests brought as tribute to the Black Citadel, transformed by the power of the Lord of Darkness into vicious monsters.

HP: 340 **MP:** Infinite **Attack:** 231 **Defence:** 224 **Agility:** 135

GOLD: 71 **EXP:** 402

NORMAL ITEM: Iron nail
RARE ITEM: Seed of wisdom
REGIONS: Farebury Region, Kingdom of Ascantha, Kingdom of Trodain, Blizzard Peaks, Arcadia Region, Black Citadel

199: MOHAWKER FAMILY: BEAST

Description: A silver-coloured comrade of buffalogre. This monster fights tactically, using powerful healing magic to turn the tide of battle in its favour.

HP: 344 **MP:** 35 **Attack:** 204 **Defence:** 170 **Agility:** 103

GOLD: 160 **EXP:** 318

NORMAL ITEM: Waterweed mould
RARE ITEM: Iron shield
REGIONS: Untrodden Groves

206: FOWL FIGHTER FAMILY: BIRD

Description: Bird-like monsters that patrol the halls of the Black Citadel. They carry swords consecrated by the Lord of Darkness himself.

HP: 285 **MP:** Infinite **Attack:** 245 **Defence:** 163 **Agility:** 118

GOLD: 60 **EXP:** 376

NORMAL ITEM: Garter
RARE ITEM: Bastard sword
REGIONS: Untrodden Groves, East Argonia, Unnamed Isle, Black Citadel, Kingdom of Ascantha

200: ARCHDEMON FAMILY: DEMON

Description: Fearsome demons capable of casting some truly explosive spells. Some theorise that these monsters are the adult form of minidemons.

HP: 348 **MP:** 45 **Attack:** 252 **Defence:** 165 **Agility:** 114

GOLD: 62 **EXP:** 418

NORMAL ITEM: Rockbomb shard
RARE ITEM: Battle fork
REGIONS: Black Citadel, Kingdom of Ascantha, Farebury Region, West Argonia, Holy Isle of Neos

207: DULLAHAN FAMILY: ZOMBIC

Description: Talented and trusted monsters that serve as guardians. They are powerful indeed, with no weak points to speak of.

HP: 335 **MP:** 24 **Attack:** 237 **Defence:** 265 **Agility:** 109

GOLD: 48 **EXP:** 378

NORMAL ITEM: Leather cape
RARE ITEM: Steel shield
REGIONS: Maella Region, Kingdom of Ascantha, Kingdom of Trodain, Black Citadel, East Argonia, Baccarat Region

201: BOBONGA FAMILY: DRAGON

Description: An overweight and cautious dragon. When threatened, it takes a swig of amor seco essence from its jar to restore its HP.

HP: 443 **MP:** 8 **Attack:** 249 **Defence:** 148 **Agility:** 90

GOLD: 66 **EXP:** 376

NORMAL ITEM: Dragon dung
RARE ITEM: Fresh milk
REGIONS: Black Citadel, Kingdom of Ascantha, Farebury Region, East Argonia, Arcadia Region

208: GIGANTES FAMILY: DEMON

Description: The fury of the Lord of Darkness taken physical form as a powerful monster. Combines sheer size and strength with an overwhelming hatred for anything human.

HP: 720 **MP:** 0 **Attack:** 285 **Defence:** 148 **Agility:** 99

GOLD: 36 **EXP:** 511

NORMAL ITEM: Amor seco essence
RARE ITEM: Elfin elixir
REGIONS: Black Citadel, Areas Accessible By Air, Maella Region

BESTIARY

**209: FROU-FROU**

FAMILY: DRAGON

HP: 510
MP: 0
Attack: 254
Defence: 180
Agility: 111

GOLD 57 EXP 396

NORMAL ITEM	Magic beast hide
RARE ITEM	Dragon scale
REGIONS	

Black Citadel, Alexandria Region, Maella Region, Northwest Isle, Baccarat Region

Description: This giant dragon swings its enormous tail to wallop multiple foes simultaneously.

**210: STONE GUARDIAN**

FAMILY: MATERIAL

HP: 450
MP: 0
Attack: 246
Defence: 287
Agility: 73

GOLD 80 EXP 422

NORMAL ITEM	Rock salt
RARE ITEM	Mighty armlet
REGIONS	

Black Citadel, Maella Region, Alexandria Region, East Argonia, Pickham Region

Description: A statue from the Black Citadel, risen to protect the Lord of Darkness in answer to devout believers' prayers.

**211: WIGHT PRIEST**

FAMILY: ZOMBIE

HP: 250
MP: Infinite
Attack: 169
Defence: 198
Agility: 126

GOLD 57 EXP 398

NORMAL ITEM	Magic vestment
RARE ITEM	Rune staff
REGIONS	

Black Citadel, Alexandria Region, Farebury Region, Arcadia Region, Kingdom of Ascantha

Description: An apostle of the Lord of Darkness who sacrificed his own life in order to serve his master. Calls upon other monsters to fight alongside him during difficult battles.

**212: HELL GLADIATOR**

FAMILY: ZOMBIE

HP: 376
MP: 0
Attack: 236
Defence: 167
Agility: 112

GOLD 94 EXP 416

NORMAL ITEM	Hades' helm
RARE ITEM	Platinum sword
REGIONS	

Black Citadel, Baccarat Region, Pickham Region

Description: Powerful warriors, enslaved and imprisoned by the power of the Lord of Darkness long ago.

**213: DARK MOTH**

FAMILY: BUG

HP: 286
MP: 100
Attack: 170
Defence: 136
Agility: 118

GOLD 15 EXP 226

NORMAL ITEM	Rennet powder
RARE ITEM	Saint's ashes
REGIONS	

Farebury Region, Alexandria Region, Kingdom of Trodain, Maella Region, Land of the Moles, Pickham Region, Baccarat Region, Arcadia Region

Description: Few travellers survive an encounter with these foul monsters, as every beat of their dark wings fills the air with a poisonous powder.

**214: DARK GRYPHON**

FAMILY: BIRD

HP: 349
MP: 16
Attack: 275
Defence: 186
Agility: 219

GOLD 61 EXP 411

NORMAL ITEM	Bunny tail
RARE ITEM	Saint's ashes
REGIONS	

Alexandria Region, Kingdom of Ascantha, Unnamed Isle, East Argonia, Holy Isle of Neos, Pickham Region

Description: Firebirds born phoenix-like from raging infernos. Capable of exhaling an incinerating breath. Totally resistant to any fire-based attack.

**215: DARK SABRECAT**

FAMILY: BEAST

HP: 372
MP: 0
Attack: 261
Defence: 177
Agility: 128

GOLD 103 EXP 507

NORMAL ITEM	Leather hat
RARE ITEM	Saint's ashes
REGIONS	

Farebury Region, Kingdom of Ascantha, Unnamed Isle, Arcadia Region, East Argonia, Pickham Region, Areas Accessible By Air

Description: Ferocious shadowcats that prowl through the darkness. It is said that no one who set eyes on a dark sabrecat ever lives to tell the tale.

**216: HELL HOPPER**

FAMILY: MATERIAL

HP: 263
MP: 255
Attack: 279
Defence: 166
Agility: 130

GOLD 66 EXP 379

NORMAL ITEM	Moon's mercy
RARE ITEM	Elevating shoes
REGIONS	

Unknown...

Description: A strange pair of monsters living together in a symbiotic relationship. Said to drop an exceedingly rare pair of shoes when defeated.

**217: DARK DEVILDOG**

FAMILY: BEAST

HP: 397
MP: 0
Attack: 312
Defence: 153
Agility: 105

GOLD 71 EXP 398

NORMAL ITEM	Iron headgear
RARE ITEM	Life bracer
REGIONS	

Unknown...

Description: These powerful dog-monsters are a handful in their own right, but become even more difficult to defeat when they call upon hell's gatekeepers for help.

**218: HEAVY HOOD**

FAMILY: HUMANOID

HP: 438
MP: 0
Attack: 348
Defence: 156
Agility: 127

GOLD 53 EXP 423

NORMAL ITEM	Velvet cape
RARE ITEM	Pirate's hat
REGIONS	

Unknown...

Description: Murderous monsters that slipped into another world during their search for prey. When in a state of high tension, they can fell even experienced adventurers with a single chop of their axes.

**219: HELL STALKER**

FAMILY: DEMON

HP: 405
MP: 0
Attack: 336
Defence: 144
Agility: 123

GOLD 46 EXP 408

NORMAL ITEM	Magic water
RARE ITEM	Demon whip
REGIONS	

Unknown...

Description: Fearsome demon-creatures belched from the depths of hell. It is said that they leave an eternal killing field in their bloody wake.

**220: SILHOUETTE**

FAMILY: ELEMENTAL

HP: 156
MP: 0
Attack: 169
Defence: 101
Agility: 118

GOLD 32 EXP 376

NORMAL ITEM	Rennet powder
RARE ITEM	Saint's ashes
REGIONS	

Unknown...

Description: Almost nothing is known about these mysterious and phantasmal monsters who have a penchant for luring travellers to their death with an evil dance.

**221: DEMOCROBOT**

FAMILY: HUMANOID

HP: 1520
MP: 255
Attack: 378
Defence: 185
Agility: 128

GOLD 380 EXP 1830

NORMAL ITEM	Seed of magic
RARE ITEM	Gold nugget
REGIONS	

Unknown...

Description: The mighty combined form of the head of state, the body politic, the right wing, and the other right wing... er, left wing. Feared for its mastery of lightning magic.

**222: HEAD OF STATE**

FAMILY: HUMANOID

HP: 612
MP: 255
Attack: 155
Defence: 152
Agility: 162

GOLD 60 EXP 320

NORMAL ITEM	Soft cheese
RARE ITEM	Thinking cap
REGIONS	

Unknown...

Description: The self-proclaimed brains of the team. Capable of casting both lightning-based and healing spells. Boasts of being elected by its fellow party members. In reality, it was handed the position by their father.

**223: BODY POLITIC**

FAMILY: HUMANOID

HP: 564
MP: 0
Attack: 185
Defense: 170
Agility: 104

GOLD: 30 EXP: 310

NORMAL ITEM: Hard cheese
RARE ITEM: Magic armour
REGIONS: Unknown...

Description: The huge and sluggish body politic resists all but the most dedicated attacks.

230: BELIAL

FAMILY: DEMON

HP: 720
MP: 80
Attack: 389
Defense: 168
Agility: 124

GOLD: 156 EXP: 523

NORMAL ITEM: Tough guy tattoo
RARE ITEM: Battle fork
REGIONS: Unknown...

**224: RIGHT WING**

FAMILY: HUMANOID

HP: 500
MP: 0
Attack: 180
Defense: 164
Agility: 115

GOLD: 20 EXP: 290

NORMAL ITEM: Chunky cheese
RARE ITEM: Bastard sword
REGIONS: Unknown...

Description: Famed for chuckling evilly during battle. In reality, chuckles evilly all the time.

231: SOLARIS

FAMILY: ELEMENTAL

HP: 457
MP: 0
Attack: 331
Defense: 203
Agility: 129

GOLD: 86 EXP: 468

NORMAL ITEM: Moonwort bulb
RARE ITEM: Seed of skill
REGIONS: Unknown...

**225: LEFT WING**

FAMILY: HUMANOID

HP: 398
MP: 0
Attack: 163
Defense: 159
Agility: 115

GOLD: 20 EXP: 280

NORMAL ITEM: Highly-strung cheese
RARE ITEM: Power shield
REGIONS: Unknown...

Description: Incessantly complains about the activities of the right wing, body politic, and head of state, but lacks the motivation to actually do anything about it.

232: GREAT TROLL

FAMILY: DEMON

HP: 1010
MP: 0
Attack: 415
Defense: 66
Agility: 101

GOLD: 68 EXP: 679

NORMAL ITEM: Medicinal herb
RARE ITEM: Seed of skill
REGIONS: Trolls' Maze, Unknown...

**226: PANDORA'S BOX**

FAMILY: MATERIAL

HP: 405
MP: 255
Attack: 369
Defense: 210
Agility: 130

GOLD: 184 EXP: 560

NORMAL ITEM: Recovery ring
RARE ITEM: Orichalcum
REGIONS: Unknown...

Description: Like a demented jack-in-the-box, this well-camouflaged monster lives to surprise unwary travellers. Often carries precious materials that can be used in the alchemy pot.

233: UNHOLY BISHOP

FAMILY: HUMANOID

HP: 412
MP: 58
Attack: 153
Defense: 180
Agility: 102

GOLD: 73 EXP: 619

NORMAL ITEM: Spangled dress
RARE ITEM: Velvet cape
REGIONS: Unknown...

**227: WIGHT KING**

FAMILY: ZOMBIE

HP: 456
MP: 64
Attack: 194
Defense: 136
Agility: 125

GOLD: 72 EXP: 477

NORMAL ITEM: Saint's ashes
RARE ITEM: Skull ring
REGIONS: Unknown...

Description: Once a king amongst men. Killed during a crusade. His bitter soul bears a grudge to this very day.

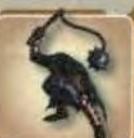
234: HELL'S GATEKEEPER

FAMILY: ZOMBIE

HP: 625
MP: 0
Attack: 334
Defense: 225
Agility: 105

GOLD: 68 EXP: 662

NORMAL ITEM: Platinum mail
RARE ITEM: Ruinous shield
REGIONS: Unknown...

**228: INVISIBLE SWORDSMAN**

FAMILY: ZOMBIE

HP: 511
MP: 0
Attack: 314
Defense: 178
Agility: 128

GOLD: 55 EXP: 502

NORMAL ITEM: Dark robe
RARE ITEM: Rusty old sword
REGIONS: Unknown...

Description: A knight that traded his physical body for the power of the Lord of Darkness. Lofts his sword high in the air to call down a divine punishment upon his foes.

235: CROCODOG

FAMILY: BEAST

HP: 1070
MP: 0
Attack: 386
Defense: 168
Agility: 108

GOLD: 82 EXP: 718

NORMAL ITEM: Leather shield
RARE ITEM: Seed of skill
REGIONS: Unknown...

**229: HELLSPOWN**

FAMILY: ELEMENTAL

HP: 107
MP: 0
Attack: 156
Defense: 154
Agility: 121

GOLD: 42 EXP: 389

NORMAL ITEM: Nook grass
RARE ITEM: Cloak of evasion
REGIONS: Unknown...

Description: Undead creatures that torment enemies with an array of powerful and destructive breath attacks. Psyche up if you want any hope of landing a solid hit.

236: KHALAMARI KID

FAMILY: AQUATIC

HP: 84
MP: 0
Attack: 44
Defense: 31
Agility: 42

GOLD: 9 EXP: 37

NORMAL ITEM: Waterweed mould
RARE ITEM: Oaken club
REGIONS: Kingdom of Ascantha, Pickham Region, Ocean



**237: SEE URCHIN**

FAMILY: AQUATIC

HP: 16
MP: 0
Attack: 26
Defence: 4
Agility: 45

Description: A healer of the sea. Will often flee immediately after healing an injured comrade. Can be quite difficult to hit.

GOLD 20 EXP 24
NORMAL ITEM Medicinal herb
RARE ITEM Bandit's grass skirt
REGIONS Alexandria Region, Kingdom of Ascantha, Ocean

**244: SQUID KID**

FAMILY: AQUATIC

HP: 24
MP: 0
Attack: 71
Defence: 68
Agility: 48

Description: The juvenile form of the king squid. Not particularly interested in fighting. Think of them as the mascots of the sea!

GOLD 15 EXP 74
NORMAL ITEM Pointy hat
RARE ITEM Dancer's costume
REGIONS East Argonia

**238: MAN O' WAR**

FAMILY: AQUATIC

HP: 35
MP: 0
Attack: 34
Defence: 22
Agility: 23

Description: Their cute appearance belies the ferocity of their attacks. Known for preying upon ships at sea, which they surround and subdue with powerful paralytic spells.

GOLD 12 EXP 23
NORMAL ITEM Moonwort bulb
RARE ITEM Plain cheese
REGIONS Alexandria Region, Ocean, Pirate's Cove

**245: CRAYZEE**

FAMILY: AQUATIC

HP: 91
MP: 18
Attack: 86
Defence: 85
Agility: 64

Description: Crayfish monsters covered in ultra-hard armour plates. Particularly resistant to air-based spells.

GOLD 25 EXP 94
NORMAL ITEM Edged boomerang
RARE ITEM Turtle shell
REGIONS East Argonia, Pirate's Cove

**239: YABBY**

FAMILY: AQUATIC

HP: 41
MP: 2
Attack: 41
Defence: 37
Agility: 21

Description: A monstrous crustacean sporting an impenetrable shell. Parries attacks by flexing its body.

GOLD 18 EXP 31
NORMAL ITEM Boomerang
RARE ITEM Scale shield
REGIONS Alexandria Region, Kingdom of Ascantha, Pickham Region

**246: EVEL**

FAMILY: AQUATIC

HP: 96
MP: 0
Attack: 95
Defence: 81
Agility: 62

Description: A monstrous form of moray eel that subdues enemies with a mouth full of poisonous fangs.

GOLD 11 EXP 92
NORMAL ITEM Antidotal herb
RARE ITEM Snakeskin whip
REGIONS Ocean

**240: KING KELP**

FAMILY: AQUATIC

HP: 86
MP: 8
Attack: 48
Defence: 36
Agility: 35

Description: Like pop-stars of the deep sea, these vile vocalists call other monsters to their aid with their smooth singing voices.

GOLD 16 EXP 56
NORMAL ITEM Waterweed mould
RARE ITEM Coral hairpin
REGIONS Kingdom of Ascantha, Pickham Region, Pirate's Cove, Ocean

**247: MERMAN**

FAMILY: AQUATIC

HP: 101
MP: 12
Attack: 92
Defence: 85
Agility: 65

Description: A fearsome hunter of the sea. Uses magic to decrease a foe's defence before slashing at it with its razor-sharp talons.

GOLD 19 EXP 106
NORMAL ITEM Medicinal herb
RARE ITEM Scale armour
REGIONS Pickham Region, East Argonia

**241: WILD BOARFISH**

FAMILY: AQUATIC

HP: 62
MP: 0
Attack: 62
Defence: 70
Agility: 56

Description: A fish monster with a pig-like face. Its flesh is poison to anyone foolish enough to eat it.

GOLD 11 EXP 60
NORMAL ITEM Antidotal herb
RARE ITEM Scale shield
REGIONS Ocean

**248: KING SQUID**

FAMILY: AQUATIC

HP: 261
MP: 0
Attack: 111
Defence: 54
Agility: 15

Description: Feared by sailors, who also call these monsters 'terror tentacles'. Due to the high HP of king squids, you may want to use instant-death spells rather than physical attacks to subdue them.

GOLD 46 EXP 116
NORMAL ITEM Leather whip
RARE ITEM Strong medicine
REGIONS Baccarat Region, Ocean

**242: ANCHORMAN**

FAMILY: AQUATIC

HP: 86
MP: 16
Attack: 75
Defence: 82
Agility: 50

Description: The anchor of a ship that sunk with all hands on board, given new life as a vengeful monster. Launches itself from the sea bed in an attempt to bring other ships down to share its fate.

GOLD 19 EXP 75
NORMAL ITEM Tough guy tattoo
RARE ITEM Assassin's dagger
REGIONS East Argonia, Ocean

**249: OCTAVIAN SENTRY**

FAMILY: AQUATIC

HP: 116
MP: 36
Attack: 111
Defence: 87
Agility: 35

Description: Highly trained warriors of the sea, equally adept at physical and magical combat. Difficult to defeat with physical attacks alone.

GOLD 33 EXP 120
NORMAL ITEM Iron helmet
RARE ITEM Long spear
REGIONS East Argonia

**243: SEE ANGEL**

FAMILY: AQUATIC

HP: 42
MP: 15
Attack: 46
Defence: 36
Agility: 70

Description: Expert healers of the sea. Focus your attacks on these monsters first, as they are capable of resurrecting fallen allies.

GOLD 18 EXP 79
NORMAL ITEM Amor seco essence
RARE ITEM Bunny tail
REGIONS Ocean

**250: PIGMALION**

FAMILY: AQUATIC

HP: 108
MP: 12
Attack: 89
Defence: 73
Agility: 57

Description: The tortured spirits of humans who perished at sea. Whenever a fellow monster dies, pigmalions almost inevitably sacrifice their own lives to resurrect their fallen allies.

GOLD 13 EXP 109
NORMAL ITEM Antidotal herb
RARE ITEM Waterweed mould
REGIONS Ocean

**251: SEA DRAGON**

FAMILY: AQUATIC

HP: 123
MP: 24
Attack: 106
Defence: 80
Agility: 85

GOLD: 51 EXP: 114
NORMAL ITEM: Dragon scale
RARE ITEM: Scholar's specs
REGIONS: Ocean

252: FOUL ANCHOR

FAMILY: AQUATIC

HP: 47
MP: 16
Attack: 109
Defence: 184
Agility: 68

GOLD: 33 EXP: 121
NORMAL ITEM: Iron lance
RARE ITEM: Farmer's scythe
REGIONS: Ocean

**253: POISON EVEEL**

FAMILY: AQUATIC

HP: 110
MP: 0
Attack: 125
Defence: 93
Agility: 70

GOLD: 16 EXP: 116
NORMAL ITEM: Medicinal herb
RARE ITEM: Snakeskin whip
REGIONS: Ocean

**254: SIREN**

FAMILY: AQUATIC

HP: 112
MP: 16
Attack: 27
Defence: 86
Agility: 53

GOLD: 43 EXP: 123
NORMAL ITEM: Coral hairpin
RARE ITEM: Wizard's staff
REGIONS: Ocean

**255: MERKING**

FAMILY: AQUATIC

HP: 196
MP: 32
Attack: 169
Defence: 113
Agility: 86

GOLD: 54 EXP: 278
NORMAL ITEM: Antidotal herb
RARE ITEM: Medicinal herb
REGIONS: Pirate's Cove

**256: SEASUR**

FAMILY: AQUATIC

HP: 181
MP: 0
Attack: 145
Defence: 90
Agility: 81

GOLD: 36 EXP: 194
NORMAL ITEM: Dragon scale
RARE ITEM: Mercury's bandana
REGIONS: East Argonia

**257: OCTAVIAN PIRATE**

FAMILY: AQUATIC

HP: 205
MP: 16
Attack: 153
Defence: 128
Agility: 89

GOLD: 63 EXP: 290
NORMAL ITEM: Iron shield
RARE ITEM: Iron lance
REGIONS: Pirate's Cove

**258: RIPTIDE**

FAMILY: AQUATIC

HP: 235
MP: 13
Attack: 186
Defence: 136
Agility: 78

GOLD: 113 EXP: 331
NORMAL ITEM: Dagger
RARE ITEM: Scale armour
REGIONS: Pirate's Cove

**259: TENTACULAR**

FAMILY: AQUATIC

HP: 302
MP: 20
Attack: 174
Defence: 40
Agility: 45

GOLD: 52 EXP: 303
NORMAL ITEM: Medicinal herb
RARE ITEM: Full moon ring
REGIONS: Ocean

**260: ABYSS DIVER**

FAMILY: AQUATIC

HP: 230
MP: 21
Attack: 168
Defence: 99
Agility: 87

GOLD: 38 EXP: 255
NORMAL ITEM: Waterneed mould
RARE ITEM: Spicy cheese
REGIONS: Ocean

BESTIARY

SELECTED BOSS MONSTERS

The following section contains just a smattering of the bosses in the game. Part of the enjoyment of playing this game is deciphering the strengths and weaknesses of the bosses, so be cautious when entering any boss fight!

**261: GEYSER**

FAMILY: AQUATIC

HP: 173
MP: 30
Attack: 45
Defence: 14
Agility: 93

GOLD: 108 EXP: 107
NORMAL ITEM: Seed of strength
RARE ITEM: N/A
REGIONS: Waterfall Cave

**262: KHALAMARI**

FAMILY: AQUATIC

HP: 350
MP: 55
Attack: 83
Defence: 16
Agility: 17

GOLD: 230 EXP: 311
NORMAL ITEM: N/A
RARE ITEM: N/A
REGIONS: Ocean

**263: TORTURED SOUL**

FAMILY: ZOMBIE

HP: 125
MP: 255
Attack: 66
Defence: 35
Agility: 36

GOLD 200 EXP 680
NORMAL ITEM Gold rosary
RARE ITEM N/A
REGIONS Ruined Abbey

Description: The cursed spirit of the abbot of the former abbey, which was destroyed after being stricken by the plague. Slaying this poor creature put an end to many centuries of suffering.

**273: RED HORN**

FAMILY: BEAST

HP: 1100
MP: 0
Attack: 278
Defence: 144
Agility: 93

GOLD 1500 EXP 4200
NORMAL ITEM Strong medicine
RARE ITEM Seed of strength
REGIONS Unnamed Isle, Dragon Graveyard

Description: One of the guardians of the Doors of Judgement deep within the Dragon Graveyard. Has carried out his duty for too many years to remember.

**264: TRAP BOX**

FAMILY: MATERIAL

HP: 1100
MP: 255
Attack: 92
Defence: 60
Agility: 50

GOLD 660 EXP 1020
NORMAL ITEM Venus' tear
RARE ITEM N/A
REGIONS Swordsman's Labyrinth

Description: A monster that carries the precious Venus' tear in its mouth. Its guiding motivation appears to be its obsession with priceless jewels and treasures.

**274: BLUE FANG**

FAMILY: BEAST

HP: 2630
MP: 16
Attack: 243
Defence: 173
Agility: 97

GOLD 1200 EXP 3990
NORMAL ITEM Strong antidote
RARE ITEM Seed of wisdom
REGIONS Unnamed Isle, Dragon Graveyard

Description: One of the guardians of the Dragon Graveyard. Attacks candidates to test their worthiness to undertake the trial.

**265: DON MOLE**

FAMILY: BEAST

HP: 1280
MP: 0
Attack: 132
Defence: 76
Agility: 84

GOLD 360 EXP 1160
NORMAL ITEM N/A
RARE ITEM N/A
REGIONS Mole Hole

Description: A self-proclaimed artist and music lover. Unfortunately for those around him, his love for music doesn't necessarily mean he's any good at it.

**276: GEMON**

FAMILY: BIRD

HP: 1960
MP: 8
Attack: 328
Defence: 152
Agility: 39

GOLD 0 EXP 8600
NORMAL ITEM Seed of skill
RARE ITEM N/A
REGIONS World of Darkness

Description: Took Empyrea's egg hostage to force her to attack Dark Empychu.

**266: SOUL MOLE**

FAMILY: BEAST

HP: 84
MP: 0
Attack: 80
Defence: 80
Agility: 55

GOLD 0 16 EXP 68
NORMAL ITEM N/A
RARE ITEM N/A
REGIONS Mole Hole

Description: Don Mole's loyal henchmen. Willing to endure anything for their boss... Except listening to his music, that is.

**279: SERVANT OF DARKNESS**

FAMILY: UNKNOWN

HP: 432
MP: 255
Attack: 269
Defence: 237
Agility: 156

GOLD 301 EXP 1600
NORMAL ITEM Hades' helm
RARE ITEM Mirror armour
REGIONS Black Citadel, Unknown...

Description: Once the world's most powerful warrior, his abilities earned him a place as a sentinel of the Black Citadel.

**267: ARGON LIZARD**

FAMILY: DRAGON

HP: 473
MP: 0
Attack: 168
Defence: 155
Agility: 90

GOLD 102 EXP 650
NORMAL ITEM Argon heart
RARE ITEM N/A
REGIONS Royal Hunting Ground

Description: Long hunted for their precious Argon hearts, these monsters run at the first sight of humans.

**284: MEGLADON**

FAMILY: UNKNOWN

HP: 518
MP: 32
Attack: 288
Defence: 145
Agility: 115

GOLD 0 EXP 1350
NORMAL ITEM Yggdrasil dew
RARE ITEM N/A
REGIONS Black Citadel

Description: One of the main guardians of the Black Citadel. Draws upon the power of the deepest, darkest seas to destroy the World of Light.

**268: GREAT ARGON LIZARD**

FAMILY: DRAGON

HP: 1290
MP: 0
Attack: 195
Defence: 160
Agility: 54

GOLD 520 EXP 2830
NORMAL ITEM Great big Argon heart
RARE ITEM N/A
REGIONS Royal Hunting Ground

Description: The largest and most impressive Argon lizard. Its Argon heart is said to be pretty huge!

**285: RUIN**

FAMILY: UNKNOWN

HP: 3890
MP: 0
Attack: 513
Defence: 120
Agility: 100

GOLD 0 EXP 2480
NORMAL ITEM Orychalcum
RARE ITEM N/A
REGIONS Black Citadel

Description: The ruin of the Black Citadel itself, risen to defend its master!

INFAMOUS MONSTERS



ARCHER



HP: 88-193
MP: 15-32
Attack: 58-154
Defence: 50-190
Agility: 38-231
Turns in Combat: 0.7

GOLD	17	EXP	46
MONSTER COIN	Copper		
TEAM	The Angry Archers		
DEATHMOVE	Harrowing Arrow		
TEAM BONUSES	Team Max HP +15		
TEAM	Not Quite Human		
DEATHMOVE	N/A		
TEAM BONUSES	Team Max HP +15		
LOCATION	Kingdom of Ascantha		

TITLE: SHARPSHOOTER
SPECIES: BODKIN BOWYER
FAMILY: HUMANOID

Comments: Sharpshooter a.k.a. Archer has a more useful selection of attacks than its kin, including Snooze spells and the Multishot ability. However, it is still hampered by low HP.

CONDITION None

ARCHFIEND



HP: 926
MP: 38-74
Attack: 304-335
Defence: 132-168
Agility: 102-190
Turns in Combat: 0.9

GOLD	31	EXP	466
MONSTER COIN	Gold		
TEAM	Far From Heaven		
DEATHMOVE	N/A		
TEAM BONUSES	Wait Extra Turn		
LOCATION	Untrodden Groves		

TITLE: ARCH-ARCHDEMON
SPECIES: ARCHDEMON
FAMILY: DEMON

Comments: Arch-archdemon a.k.a. Archfiend has 926 HP, a high attack score, and the useful Kaboom spell (as well as Insulate). It doesn't play well with other monsters, but is a great addition to any team.

CONDITION None

ARGES



HP: 671-760
MP: 0
Attack: 238-255
Defence: 112-124
Agility: 94-159
Turns in Combat: 0.9

GOLD	66	EXP	346
MONSTER COIN	Silver		
TEAM	Club Club		
DEATHMOVE	Mind Breaker		
TEAM BONUSES	N/A		
TEAM	Far From Heaven		
DEATHMOVE	N/A		
TEAM BONUSES	Wait Extra Turn		
LOCATION	Untrodden Groves in Areas Accessible By Air		

TITLE: BIG BLUE BULLY
SPECIES: CYCLOPS
FAMILY: DEMON

Comments: Big Blue Bully a.k.a. Argus is a heavy hitter with a lot of HP, but it's a bit below the power curve by the time you can scout it. Brontes, for example, is a very similar monster that has better stats and works in a larger combination of teams.

CONDITION None

BIG AL



HP: 226-327
MP: 16-22
Attack: 126-203
Defence: 89-113
Agility: 72-183
Turns in Combat: 1

GOLD	33	EXP	181
MONSTER COIN	Copper		
TEAM	The Psyche Wards		
DEATHMOVE	Tension Boost		
TEAM BONUSES	N/A		
TEAM	The Aqua Marines		
DEATHMOVE	N/A		
TEAM BONUSES	Team Defence +30		
LOCATION	E Argonia		

TITLE: AL GEE
SPECIES: KING KELP
FAMILY: AQUATIC

Comments: Al Gee a.k.a. Big Al's Silly Song only hits one target. He also suffers from a lack of defence, although he can shore up this weakness to some extent with his Midheal spell.

CONDITION None

Here are all the monsters you can find, recruit, and add to your Monster Arena teams. Consider the following when putting together a team:

Many monsters have stats that are not fixed because they rise along with the level of your party leader. Note that these stats reflect the stats they will bring to your team; many Team Monsters have higher stats when they fight your party during the scouting process.

Turns in combat is only relevant when you use the Call Team command in a normal battle. Add together the Turns in Combat field for all three numbers, then round off to the nearest whole number. This determines how long your team will stay on the field. The wait extra turn team bonus adds 1 to this number.

The Teams are special monster teams to which the monster belongs. See the "Special Monster Teams" chapter to find out what other monsters are needed to fill out the team and unlock the bonuses.

BESTIARY

Infamous Monsters

BLADEWOLF



HP: 441-541
MP: 0
Attack: 208-278
Defence: 101-238
Agility: 90-168
Turns in Combat: 1.2

GOLD	45	EXP	216
MONSTER COIN	Silver		
TEAM	Just Beastly		
DEATHMOVE	N/A		
TEAM BONUSES	Team Attack +15		
LOCATION	Uncharted Isle on the southwest part of the world map		

TITLE: LOOPY LUPUS
SPECIES: JUMPING JACKAL
FAMILY: BEAST

Comments: Loopy Lupus a.k.a. Bladewolf will add some offensive mights to any mid-level team with its powerful and consistent attacks. But first you must find it; it prowls around on a small island that doesn't even appear on the world map!

CONDITION After defeating Monster Arena Rank D

BLIZAG JR.



HP: 199-225
MP: 12-16
Attack: 118-190
Defence: 82-155
Agility: 93-134
Turns in Combat: 0.8

GOLD	63	EXP	224
MONSTER COIN	Copper		
TEAM	Demented Elements		
DEATHMOVE	Elemental Storm		
TEAM BONUSES	N/A		
LOCATION	Blizzard Peaks		

TITLE: COLD FIRE
SPECIES: FROSTBURN
FAMILY: ELEMENTAL

Comments: Cold Fire a.k.a. Blizag Jr. can be a dangerous monster to scout, because it can use the Thwack spell to score instant-kills. Thwack can work in the Monster Arena too, but it is less effective because it can only target one enemy at a time.

CONDITION None

BONES



HP: 271
MP: 10-29
Attack: 148-187
Defence: 81-208
Agility: 90-217
Turns in Combat: 0.6

GOLD	26	EXP	173
MONSTER COIN	Copper		
TEAM	The Blade Runners		
DEATHMOVE	Triple Swords		
TEAM BONUSES	N/A		
TEAM	The Zombebops		
DEATHMOVE	N/A		
TEAM BONUSES	Team Max HP +30		
LOCATION	Northwest Isle		

TITLE: OLD SOLDIER
SPECIES: SKELETON
FAMILY: ZOMBIE

Comments: Old Soldier a.k.a. Bones is a decent warrior that alternates between sword strikes and casting Kasap. If you're looking for a third swordsman, Bones will fit the bill. When fighting solo, though, Bones has too few HP to last.

CONDITION None

BRICKMAN



HP: 260-743
MP: 0
Attack: 132-297
Defence: 89-302
Agility: 37-165
Turns in Combat: 0.7

GOLD	55	EXP	275
MONSTER COIN	Silver		
TEAM	My Three Golems		
DEATHMOVE	The Golemator		
TEAM BONUSES	N/A		
TEAM	Materialistic		
DEATHMOVE	N/A		
TEAM BONUSES	Wait Extra Turn		
LOCATION	Maella Region		

TITLE: BRICKLAYER
SPECIES: GOLEM
FAMILY: MATERIAL

Comments: Bricklayer a.k.a. Brickman is unique among the Golems, as its stats don't increase like the others. Like the other Golems, Brickman is a solid attacker and a key part of the all-Golem team, but it will spend some of its turns psyching up instead of attacking.

CLIO



HP: 131-284
MP: 48-89
Attack: 36-50
Defence: 83-131
Agility: 163-233
Turns in Combat: 0.6

GOLD	40	EXP	120
MONSTER COIN	Silver		
TEAM	The Aqua Marines		
DEATHMOVE	N/A		
TEAM BONUSES	Team Defence +30		
LOCATION	Unnamed Isle		

TITLE: COLOSSAL CLONE
SPECIES: SEE ANGEL
FAMILY: AQUATIC

Comments: With recovery spells like Zing and Multiheal and a naturally high agility (further boosted by Accelerate), Colossal Clone a.k.a. Clio can be a very effective healer. However, this monster doesn't have enough HP to survive for long in any Monster Arena battles beyond the first few ranks.

CONDITION: None

BRONTES



HP: 764-864
MP: 0
Attack: 274-282
Defence: 141-166
Agility: 88-99
Turns in Combat: 1

GOLD	75	EXP	381
MONSTER COIN	Gold		
TEAM	Two Eyes		
DEATHMOVE	Sapper Slappers		
TEAM BONUSES	Wait Extra Turn		
TEAM	Club Club		
DEATHMOVE	Mind Breaker		
TEAM BONUSES	N/A		
LOCATION	Isolated Plateau		

TITLE: GIGANTES GUARDSMAN
SPECIES: GIGANTES
FAMILY: DEMON

Comments: Gigantes Guardsman a.k.a. Brontes is a top-class monster that delivers consistently powerful attacks. Like Steropes, its partner in team Two Eyes, Brontes is a bit of a marshmallow with lots of HP but only average defence.

TEAM	Far From Heaven
DEATHMOVE	N/A
TEAM BONUSES	Wait Extra Turn
CONDITION	Day only

BUSH-W.



HP: 563-611
MP: 0
Attack: 189-252
Defence: 138-176
Agility: 100-240
Turns in Combat: 0.9

GOLD	83	EXP	526
MONSTER COIN	Silver		
TEAM	The Hackers		
DEATHMOVE	Typhoon's Maul		
TEAM BONUSES	N/A		
TEAM	Not Quite Human		
DEATHMOVE	N/A		
TEAM BONUSES	Team Max HP +15		
LOCATION	Kingdom of Ascantha on small isle		

TITLE: BUSHWHACKER
SPECIES: BERSERKER
FAMILY: HUMANOID

Comments: Bushwhacker a.k.a. Bush-W. is a powerful, quick, and reliable attacker. Bush-W. is also a particularly good choice in combination with other axe-wielding monsters.

CONDITION: None

CAPERS



HP: 281-665
MP: 0
Attack: 196-303
Defence: 83-205
Agility: 90-227
Turns in Combat: 1

GOLD	Team	EXP	Max
MONSTER COIN	HP +30		
TEAM			
DEATHMOVE	Team Goodnight		
TEAM BONUSES	Dirge		
TEAM	N/A		
DEATHMOVE	The Blade Runners		
TEAM BONUSES	Triple Swords		
LOCATION	Kingdom of Ascantha		

TITLE: FANTOM OF CHOPERA
SPECIES: PHANTOM FENCER
FAMILY: ZOMBIE

Comments: Fantom of Chopera a.k.a. Capers is a deadly attacker that can be scouted early in the game. It attacks reliably, often using a sword attack that causes good damage. As a sword-wielding, zombie/nocturnal creature, it fits into three special teams.

TEAM	N/A
DEATHMOVE	The Zombebops
TEAM BONUSES	N/A
CONDITION	Night only; appears after beating Monster Arena Rank F

CYBOT



HP: 525-635
MP: 0
Attack: 210-250
Defence: 175-275
Agility: 125-225
Turns in Combat: 1.2

GOLD	121	EXP	336
MONSTER COIN	Silver		
TEAM	The Blade Runners		
DEATHMOVE	Triple Swords		
TEAM BONUSES	N/A		
TEAM	Clank and Spank		
DEATHMOVE	Metal Panic		
TEAM BONUSES	N/A		
LOCATION	Blizzard Peaks		

TITLE: ATTACK BOT MK-II
SPECIES: KILLING MACHINE
FAMILY: MACHINE

Comments: Attack Bot Mk II a.k.a. Cybot is virtually identical to Roborg, but with slightly better stats. Still, if one Killing Machine is good, two are better, and three are nearly unstoppable!

TEAM: Triple Trouble
DEATHMOVE: Stream Killer Attack
TEAM BONUSES: N/A
CONDITION: After defeating Monster Arena Rank D

DEADNOBLE



HP: 418-490
MP: 0
Attack: 158-260
Defence: 116-280
Agility: 68-207
Turns in Combat: 0.9

GOLD	89	EXP	224
MONSTER COIN	Copper		
TEAM	The Javelinas		
DEATHMOVE	Jolly Jousters		
TEAM BONUSES	N/A		
TEAM	The Nighthriders		
DEATHMOVE	Riders' Carnival		
TEAM BONUSES	N/A		
LOCATION	Northwest Isle		

TITLE: OCCULT RIDER
SPECIES: BONE BARON
FAMILY: ZOMBIE

Comments: Occult Rider a.k.a. Deadnoble is a reliable fighter with high defence scores and powerful attacks. Pair him with other lancers, riders, or other zombies to unlock his ultimate potential.

TEAM The Zombebops

DEATHMOVE N/A

TEAM BONUSES Team Max HP +30

CONDITION Appears after defeating Monster Arena Rank D

DOLDRUMS



HP: 130-239
MP: 8-28
Attack: 109-178
Defence: 132-212
Agility: 105-244
Turns in Combat: 1

GOLD	56	EXP	173
MONSTER COIN	Copper		
TEAM	Valentine's Day		
DEATHMOVE	N/A		
TEAM BONUSES	Team Agility +15		
TEAM	Not Quite Human		
DEATHMOVE	N/A		
TEAM BONUSES	Team Max HP +15		
LOCATION	Isolated Plateau		

TITLE: PUPPET PUGILIST
SPECIES: PUPPET MASTER
FAMILY: HUMANOID

Comments: Puppet Pugilist a.k.a. Doldrums is physically weak, however, its attacks have a lot of status effects. They can also cast Multiheal if they have enough MP (it costs 10 MP a pop). Doldrums and Moppel gain a special agility bonus on top of the usual humanoid HP boost when used together.

CONDITION None

DOUG



HP: 210-259
MP: 0
Attack: 101-119
Defence: 103-130
Agility: 70-102
Turns in Combat: 0.7

GOLD	32	EXP	106
MONSTER COIN	Copper		
TEAM	Just Beastly		
DEATHMOVE	N/A		
TEAM BONUSES	Team Attack +15		
LOCATION	Land of the Moles		

TITLE: MOLE MAJOR
SPECIES: MAD MOLE
FAMILY: BEAST

Comments: Mole Major a.k.a. Doug has average stats for early-game monsters, and isn't extremely effective in combat. It alternates between psyching up and attacking, which is not a very effective strategy in the quick rounds of Monster Arena combat.

CONDITION None

DUMBKING



HP: 403-620
MP: 24
Attack: 168-216
Defence: 86-193
Agility: 81-125
Turns in Combat: 0.9

GOLD	71	EXP	206
MONSTER COIN	Copper		
TEAM	The Blade Runners		
DEATHMOVE	Triple Swords		
TEAM BONUSES	N/A		
TEAM	Not Quite Human		
DEATHMOVE	N/A		
TEAM BONUSES	Team Max HP +15		
LOCATION	E Argonia		

TITLE: KING OF DUMBIRIA
SPECIES: NOTSO MACHO
FAMILY: HUMANOID

Comments: King of Dumbiria a.k.a. Dumbking is a great choice for the early and middle rank fights in the Monster Arena. Its attacks are strong, plus it can cast the Oomph spell. The target of Oomph is chosen at random, but the effect is powerful and remains from round to round.

CONDITION None

FAT CAT



HP: 97-182
MP: 6-25
Attack: 83-162
Defence: 86-112
Agility: 61-146
Turns in Combat: 0.7

GOLD	38	EXP	109
MONSTER COIN	Copper		
TEAM	Just Beastly		
DEATHMOVE	N/A		
TEAM BONUSES	Team Attack +15		
LOCATION	Cape West of Pickham		

TITLE: DEATH TABBY
SPECIES: JAILCAT
FAMILY: BEAST

Comments: While your other team members battle your foes, Death Tabby a.k.a. Fat Cat is content to roll around and wash its face. As adorable as this may be, it's not going to get you far in the Monster Arena.

CONDITION None

FAUNUS



HP: 252-329
MP: 0
Attack: 116-142
Defence: 99-182
Agility: 76-124
Turns in Combat: 0.8

GOLD	66	EXP	136
MONSTER COIN	Copper		
TEAM	The Fatal Attraction		
DEATHMOVE	Love Typhoon		
TEAM BONUSES	N/A		
TEAM	Not Quite Human		
DEATHMOVE	N/A		
TEAM BONUSES	Team Max HP +15		
LOCATION	Baccarat Region		

TITLE: FERTILISER
SPECIES: SILENUS
FAMILY: HUMANOID

Comments: When you add Fertiliser a.k.a. Faunus to your team, you get its entire flock of sheep to boot. The Counting Sheep attack can put enemy parties to sleep, while Sheep Call can inflict heavy damage (regardless of enemy defence) to a target. Faunus is a decent early-game choice.

CONDITION None

FLAMEMAN



HP: 206-313
MP: 0
Attack: 169-252
Defence: 78-179
Agility: 78-209
Turns in Combat: 0.8

GOLD	44	EXP	164
MONSTER COIN	Copper		
TEAM	Demented Elements		
DEATHMOVE	Elemental Storm		
TEAM BONUSES	N/A		
LOCATION	Desert		

TITLE: LIVING FLAME
SPECIES: DANCING FLAME
FAMILY: ELEMENTAL

Comments: Not surprisingly, Living Flame a.k.a. Flameman uses a lot of fire-based attacks. Its stats aren't particularly great, but it has natural resistance to most magical types, except ice.

CONDITION None

FLETCH



HP: 56-363
MP: 10-20
Attack: 35-188
Defence: 18-219
Agility: 16-217
Turns in Combat: 0.7

GOLD	8	EXP	36
MONSTER COIN	Copper		
TEAM	The Angry Archers		
DEATHMOVE	Harrowing Arrow		
TEAM BONUSES	Team Max HP +15		
TEAM	Not Quite Human		
DEATHMOVE	N/A		
TEAM BONUSES	Team Max HP +15		
LOCATION	Farebury Region		

TITLE: SHORTSHOOTER
SPECIES: BOOKIN ARCHER
FAMILY: HUMANOID

Comments: Shortshooter a.k.a. Fletch casts a lot of Buff and Kabuff spells, which are not quite as effective in the Monster Arena. This foil is best used in combination with the other archers.

CONDITION Day only

Foul Fowl



HP: 381
MP: 0
Attack: 143
Defence: 116
Agility: 64-115
Turns in Combat: 1.1

GOLD	33	EXP	181
MONSTER COIN	Copper		
TEAM	The Blade Runners		
DEATHMOVE	Triple Swords		
TEAM BONUSES	N/A		
TEAM	The Avian Attackers		
DEATHMOVE	N/A		
TEAM BONUSES	Team Agility +30		
LOCATION	Baccarat Region		

TITLE: RAGING ROOSTER
SPECIES: FOWLFIGHTER
FAMILY: BIRD

Comments: There is nothing exceptional about Raging Rooster a.k.a. Foul Fowl, except perhaps the ease with which you can find and capture it. This is a fine choice for filling out the third sword-wielder slot in your version of the Blade Runners team.

CONDITION Day only

GOLDMAN



HP: 286-438
MP: 0
Attack: 166-296
Defence: 131-234
Agility: 50-103
Turns in Combat: 0.7

GOLD	239	EXP	121
MONSTER COIN	Gold		
TEAM	The Treasure Hunters		
DEATHMOVE	Good as Gold		
TEAM BONUSES	Wait Extra Turn		
TEAM	My Three Golems		
DEATHMOVE	The Golemator		
TEAM BONUSES	N/A		
LOCATION	Holy Isle of Neos		

TITLE: GOLDBRICKER
SPECIES: GOLD GOLEM
FAMILY: MATERIAL

Comments: Golems tend to be great team members, offering consistent attacks, high defence and good resistance to spells. They also work in a variety of interesting teams. Don't forget to battle Goldbricker a.k.a. Goldman for an easy gold monster coin.

TEAM Materialistic
DEATHMOVE N/A
TEAM BONUSES Wait Extra Turn
CONDITION Day only

HACKZILLA



HP: 145-887
MP: 0
Attack: 53-336
Defence: 19-239
Agility: 18-143
Turns in Combat: 0.9

GOLD	31	EXP	103
MONSTER COIN	Silver		
TEAM	The Hackers		
DEATHMOVE	Typhoon's Maul		
TEAM BONUSES	N/A		
TEAM	The Drag Racers		
DEATHMOVE	N/A		
TEAM BONUSES	Team Attack +30		
LOCATION	Farebury Region		

TITLE: AXORAPTOR
SPECIES: HACKSAURUS
FAMILY: DRAGON

Comments: This is a fantastic Team Monster that is very easy to find. Since its stats rise along with your party's level, Axoraptor a.k.a. Hackzilla is a viable contender right up to the final ranks of the Battle Arena. Its moves include two axe swings and an effective flame breath attack.

CONDITION None

HAZEL



HP: 268-296
MP: 47-64
Attack: 65-71
Defence: 102-120
Agility: 104-132
Turns in Combat: 0.9

GOLD	68	EXP	188
MONSTER COIN	Copper		
TEAM	The Fatal Attraction		
DEATHMOVE	Love Typhoon		
TEAM BONUSES	N/A		
TEAM	The Psyche Wards		
DEATHMOVE	Tension Boost		
TEAM BONUSES	N/A		
LOCATION	Pickham Region		

TITLE: FEMME FATALE
SPECIES: WITCH
FAMILY: DEMON

Comments: Femme Fatale a.k.a. Hazel has a wide variety of moves to utilize. Its ability to raise itself to max tension is great, but not when it's followed by Puff-Puff, Fizzle, or some other non-attack move. Hazel does complete several interesting teams, however.

TEAM Far From Heaven
DEATHMOVE N/A
TEAM BONUSES Wait Extra Turn
CONDITION After defeating Monster Arena Rank F

HEALER



HP: 48-245
MP: 12-95
Attack: 27-152
Defence: 26-248
Agility: 20-242
Turns in Combat: 1.3

GOLD	26	EXP	44
MONSTER COIN	Copper		
TEAM	Slime Therapy		
DEATHMOVE	Multieal		
TEAM BONUSES	Team Max HP x2		
TEAM	Trauma Centre		
DEATHMOVE	Multieal, Omniheal		
TEAM BONUSES	Team Max HP x2		
TEAM	The King and Us		
DEATHMOVE	Maximaster		
TEAM BONUSES	Team Max HP x2		
LOCATION	Alexandria Region		

TITLE: FAMILY DOCTOR
SPECIES: HEALSLIME
FAMILY: SLIME

Comments: As the name implies, Family Doctor a.k.a. Healer is primarily a healer that will cast Heal or Midheal as often as it attacks. When combined with other slimes, its healing abilities can become supercharged and many of them affect your party.

TEAM	Wizards o' Z
DEATHMOVE	Zingslinger
TEAM BONUSES	Team Max HP x2
TEAM	Slime Power
DEATHMOVE	N/A
TEAM BONUSES	Team Max HP x2
LOCATION	None

HOODWINK



HP: 341-633
MP: 0
Attack: 128-209
Defence: 97-230
Agility: 69-176
Turns in Combat: 0.9

GOLD	56	EXP	213
MONSTER COIN	Gold		
TEAM	The Hackers		
DEATHMOVE	Typhoon's Maul		
TEAM BONUSES	N/A		
TEAM	Team Goodnight		
DEATHMOVE	Dirge		
TEAM BONUSES	N/A		
LOCATION	W Argonia		

TITLE: HOODED HACKER
SPECIES: HOODLUM
FAMILY: HUMANOID

Comments: Hooded Hacker a.k.a. Hoodwink is a powerful attacker. It can be somewhat unreliable in combat on occasion, sometimes using a Dazzle-like ability and psyching itself up at inopportune times. On the other hand, Hoodwink can help complete three teams and is easy to find and catch.

TEAM	Not Quite Human
DEATHMOVE	N/A
TEAM BONUSES	Team Max HP +15
CONDITION	Night only

HORI



HP: 499
MP: 25
Attack: 143-252
Defence: 78-247
Agility: 35-64
Turns in Combat: 1.3

GOLD	103	EXP	261
MONSTER COIN	Gold		
TEAM	The Legends		
DEATHMOVE	Big Bang		
TEAM BONUSES	N/A		
TEAM	Slime Power		
DEATHMOVE	N/A		
TEAM BONUSES	Team Max HP x2		
LOCATION	Either W Argonia or E Argonia		

TITLE: SLIME CREATOR
SPECIES: KING SLIME
FAMILY: SLIME

Comments: This mighty king slime is a strong attacker with decent healing abilities. When combined with other monsters, Slime Creator a.k.a. Hori can help complete The Legends team.

TEAM	None
DEATHMOVE	N/A
TEAM BONUSES	Team Max HP +15
CONDITION	None

HORK



HP: 161-816
MP: 0
Attack: 72-248
Defence: 32-40
Agility: 38-113
Turns in Combat: 0.7

GOLD	36	EXP	102
MONSTER COIN	Copper		
TEAM	The Zombebops		
DEATHMOVE	N/A		
TEAM BONUSES	Team Max HP +30		
LOCATION	Pickham Region		

TITLE: OLD-SCHOOL DROOLER
SPECIES: WALKING CORPSE
FAMILY: ZOMBIE

Comments: Old-School Drooler a.k.a. Hork's stats grow as your party grows, which oftentimes results in good HP and attack stats. However, its defence isn't quite up to par and its attacks are not very effective.

CONDITION	None
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JACK FROST



HP: 321-358
MP: 10-12
Attack: 168-219
Defence: 103-151
Agility: 106-137
Turns in Combat: 0.9

GOLD: 109 EXP: 328
MONSTER COIN: Copper
TEAM: Demented Elements
DEATHMOVE: Elemental Storm
TEAM BONUSES: N/A
LOCATION: Two areas in Blizzard Peaks

TITLE: BIG BLIZZARD
SPECIES: FROSTBURN
FAMILY: ELEMENTAL

Comments: Big Blizzard a.k.a. Jack Frost is the most powerful elemental. When you combine three specific elementals, they form a team that is virtually impervious to magic. As with Blizag Jr., watch out for Thwack when you recruit Jack Frost!

CONDITION

After defeating
Monster Arena
Rank D

JEWELBAG



HP: 215-286
MP: 8-20
Attack: 62-127
Defence: 110-271
Agility: 67-198
Turns in Combat: 1

GOLD: 261 EXP: 89
MONSTER COIN: Silver
TEAM: The Treasure Hunters
DEATHMOVE: Good as Gold
TEAM BONUSES: Wait Extra Turn
TEAM: The Psyche Wards
DEATHMOVE: Tension Boost
TEAM BONUSES: N/A
TEAM: Happy Together
DEATHMOVE: N/A
TEAM BONUSES: Wait Extra Turn
LOCATION: Maella Region on small isle

TITLE: JEWEL JUGGLER
SPECIES: GOODYBAG
FAMILY: MATERIAL

Comments: Jewel Juggler a.k.a. Jewelbag fills out a few interesting teams, but it isn't the best choice to use on its own. Even if you don't intend to recruit it, it's well worth fighting Jewelbag for the 261 gold and the Silver Coin that it drops.

TEAM: Materialistic
DEATHMOVE: N/A
TEAM BONUSES: Wait Extra Turn
CONDITION: None

JOCKEY



HP: 320-359
MP: 0
Attack: 149-201
Defence: 162-244
Agility: 126-248
Turns in Combat: 1.1

GOLD: 108 EXP: 169
MONSTER COIN: Copper
TEAM: The Blade Runners
DEATHMOVE: Triple Swords
TEAM BONUSES: N/A
TEAM: The Nightriders
DEATHMOVE: Riders' Carnival
TEAM BONUSES: N/A
LOCATION: Desert

TITLE: BONE RACER
SPECIES: SKULLRIDER
FAMILY: DEMON

Comments: Bone Racer a.k.a. Jockey is a fairly strong fighter with high defence. It fits comfortably into three teams, although the Demon bonus of an extra turn only helps when you call your team, making it less helpful in the Monster Arena.

TEAM: Far From Heaven
DEATHMOVE: N/A
TEAM BONUSES: Wait Extra Turn
CONDITION: After defeating Monster
Arena Rank D

KLUB KONG



HP: 162-349
MP: 0
Attack: 109-267
Defence: 53-211
Agility: 81-150
Turns in Combat: 0.9

GOLD: 22 EXP: 128
MONSTER COIN: Copper
TEAM: Club Club
DEATHMOVE: Mind Breaker
TEAM BONUSES: N/A
TEAM: Just Beastly
DEATHMOVE: N/A
TEAM BONUSES: Team Attack +15
LOCATION: Baccarat Region

TITLE: ABOOMINABLE APE
SPECIES: GORILLA
FAMILY: BEAST

Comments: Abominable Ape a.k.a. Klub Kong has some very strong attacks, but occasionally wastes a turn doing nothing or using a power attack that frequently misses.

CONDITION: None

LONELY JOE



HP: 78-266
MP: 0
Attack: 71-328
Defence: 37-262
Agility: 29-153
Turns in Combat: 0.9

GOLD: 34 EXP: 56
MONSTER COIN: Copper
TEAM: The Blade Runners
DEATHMOVE: Triple Swords
TEAM BONUSES: N/A
TEAM: Materialistic
DEATHMOVE: N/A
TEAM BONUSES: Wait Extra Turn
LOCATION: Maella Region

TITLE: HOLLOW KNIGHT
SPECIES: RESTLESS ARMOUR
FAMILY: MATERIAL

Comments: If your party is at a high enough level when you begin to pursue the Monster Arena side quest, Hollow Knight a.k.a. Lonely Joe can be a potent fighter. It's one member of your starting party that you may not need to replace for the first couple of Monster Arena rank fights.

CONDITION: None

McHAMMER



HP: 83-179
MP: 0
Attack: 65-163
Defence: 36-113
Agility: 34-82
Turns in Combat: 0.7

GOLD: 28 EXP: 53
MONSTER COIN: Copper
TEAM: Not Quite Human
DEATHMOVE: N/A
TEAM BONUSES: Team Max HP +15
LOCATION: Maella Region

TITLE: MULLET MALLET
SPECIES: BROWNIE
FAMILY: HUMANOID

Comments: Mullet Mallet a.k.a. McHammer isn't the strongest scutable monster. It spends a lot of time psyching itself up, and may at times use this to dish out devastating attacks. However, since it uses its moves at random, it is rarely uses its tension effectively.

CONDITION: None

BESTIARY

Infamous Monsters

MECHABUBO



HP: 40-167
MP: 16
Attack: 45-136
Defence: 23-214
Agility: 10-173
Turns in Combat: 0.6

GOLD: 14 EXP: 36
MONSTER COIN: Copper
TEAM: Clank and Spank
DEATHMOVE: Metal Panic
TEAM BONUSES: N/A
LOCATION: Farebury Region

TITLE: AUTOMATON AVIATOR
SPECIES: MECHA-MYNAH
FAMILY: MACHINE

Comments: Automaton Aviator a.k.a. Mechabubo's stats grow very slowly, so it's not a great choice to use by itself. However, it can be a valuable addition if you plan to create the Clank and Speak team before you unlock the third Killing Machine.

CONDITION: Day only

METABBLE



HP: 6
MP: 96
Attack: 65-205
Defence: 715-985
Agility: 125-204
Turns in Combat: 1.3

GOLD: 18 EXP: 1010
MONSTER COIN: Gold
TEAM: Metal Power
DEATHMOVE: Magic Burst
TEAM BONUSES: Team Max HP x2
TEAM: The Metal Mob
DEATHMOVE: Multi Masher (Magic Burst)
TEAM BONUSES: Team Max HP x2
TEAM: Wizards o' Z
DEATHMOVE: Zingslinger
TEAM BONUSES: Team Max HP x2
LOCATION: Appears in one of four locations: 1. Maella Region on small isle; 2. Uncharted Isle on the southwest part of the world map; 3. Unnamed Isle; 4. Isolated Plateau in Areas Accessible By Air

TITLE: METAL BABBLE
SPECIES: LIQUID METAL SLIME
FAMILY: SLIME

Comments: With its incredibly high defence, Metal Babble a.k.a. Metabble's 6 HP can go a long way, especially when paired with healing slimes (and it's doubled in a party full of slimes). Unfortunately, the wandering Metabble can be very difficult to find.

TEAM: Mega Metal Maniacs
DEATHMOVE: Magic Burst
TEAM BONUSES: Team Max HP x2
TEAM: Slime Power
DEATHMOVE: N/A
TEAM BONUSES: Team Max HP x2
CONDITION: After defeating
Monster Arena Rank B

METALY



HP: 3
MP: 64
Attack: 36-129
Defence: 499-970
Agility: 65-122
Turns in Combat: 1.2

GOLD 5 EXP 135

MONSTER COIN	Gold
TEAM	Slime Time
DEATHMOVE	Slime Spank
TEAM BONUSES	Team Max HP x2
TEAM	Slime Therapy
DEATHMOVE	Multicheal
TEAM BONUSES	Team Max HP x2
TEAM	Metal Power
DEATHMOVE	Magic Burst
TEAM BONUSES	Team Max HP x2
LOCATION	Appears in one of four locations in Alexandria Region

TITLE: QUICK SILVER
SPECIES: METAL SLIME
FAMILY: SLIME

Comments: Metal slimes can be difficult opponents in the Monster Arena for your foes. A mere 3 HP doesn't provide a large margin of error, but it gets doubled in a party full of slimes. Quick Silver a.k.a. Metaly can make a good special team with nearly any combination of slimes!

TEAM	Trauma Centre
DEATHMOVE	Omnihail
TEAM BONUSES	Team Max HP x2
TEAM	The Metal Mob
DEATHMOVE	Multi Masher (Magic Burst)
TEAM BONUSES	Team Max HP x2
TEAM	Full Metal Power
DEATHMOVE	Magic Burst
TEAM BONUSES	Team Max HP x2
TEAM	Slime Power
DEATHMOVE	N/A
TEAM BONUSES	Team Max HP x2
CONDITION	After defeating Monster Arena Rank F

NOHI



HP: 630-750
MP: 0
Attack: 225-265
Defence: 200-280
Agility: 125-225
Turns in Combat: 1.3

GOLD N/A EXP 118

MONSTER COIN	496
TEAM	Arena Rank B
DEATHMOVE	The Blade Runners
TEAM BONUSES	Triple Swords
TEAM	N/A
DEATHMOVE	Clank and Spank
TEAM BONUSES	Metal Panic
TEAM	N/A
DEATHMOVE	The Legends
TEAM BONUSES	Big Bang
LOCATION	Either Kingdom of Ascantha on small Isle or Desert in Areas Accessible By Air
TEAM	N/A
DEATHMOVE	Triple Trouble
TEAM BONUSES	Stream Killer Attack
CONDITION	Night only; after defeating Monster

TITLE: KILLER DIRECTOR
SPECIES: KILLING MACHINE
FAMILY: MACHINE

Comments: Killer Director a.k.a. Nohi is even more powerful than the other Killing Machines, and fills a role in four powerful teams.

MOPPET



HP: 115-254
MP: 25-34
Attack: 76-191
Defence: 70-190
Agility: 63-163
Turns in Combat: 1.1

GOLD 31 EXP 116

MONSTER COIN	Copper
TEAM	Valentine's Day
DEATHMOVE	N/A
TEAM BONUSES	Team Agility +15
TEAM	Not Quite Human
DEATHMOVE	N/A
TEAM BONUSES	Team Max HP +15
LOCATION	Kingdom of Trodain
CONDITION	None

TITLE: PUNCHIN' JUDY
SPECIES: PUPPTEER
FAMILY: HUMANOID

Comments: Puppeteers are fun, but characters that rely on status effects are not effective against most enemies in the Monster Arena. Note that if you run Punchin' Judy a.k.a. Moppet alongside Dolldrums, you'll receive a double stat boost!

OCTURION



HP: 568-611
MP: 38-67
Attack: 177-239
Defence: 155-196
Agility: 131-202
Turns in Combat: 1.2

GOLD 63 EXP 289

MONSTER COIN	Silver
TEAM	The Javelinas
DEATHMOVE	Jolly Jousters
TEAM BONUSES	N/A
TEAM	The Aqua Marines
DEATHMOVE	N/A
TEAM BONUSES	Team Defence +30
LOCATION	E Argonia
CONDITION	Appears after beating Monster Arena Rank B

TITLE: OCTAVIUS MAXIMUS
SPECIES: OCTAVIAN SENTRY
FAMILY: AQUATIC

Comments: Octavius Maximus a.k.a. Octurion is one of the best healers in the game. It uses Fullheal often and can pull off a Zing spell in a pinch. Most importantly, Octurion has the HP and defensive fortitude to survive long enough to use these abilities.

NIGHTWING



HP: 271-312
MP: 0
Attack: 90-191
Defence: 81-167
Agility: 55-85
Turns in Combat: 0.8

GOLD 89 EXP 166

MONSTER COIN	Copper
TEAM	Team Goodnight
DEATHMOVE	Dirge
TEAM BONUSES	N/A
TEAM	Far From Heaven
DEATHMOVE	N/A
TEAM BONUSES	Wait Extra Turn
LOCATION	Unnamed Isle
CONDITION	Night only

TITLE: NIGHTSTALKER
SPECIES: NIGHT EMPEROR
FAMILY: DEMON

Comments: Nightstalker a.k.a. Nightwing is one of the weaker demons due to its low HP, but its Sweet Breath attack (which puts foes to sleep) can be useful in early ranks. Nightwing can unleash the risky Dirge deathmove when matched with Capers and Hoodwink.

ORCUS



HP: 321-417
MP: 24-31
Attack: 158-250
Defence: 88-232
Agility: 74-196
Turns in Combat: 1.1

GOLD 40 EXP 151

MONSTER COIN	Copper
TEAM	The Javelinas
DEATHMOVE	Jolly Jousters
TEAM BONUSES	N/A
TEAM	Just Beastly
DEATHMOVE	N/A
TEAM BONUSES	Team Attack +15
LOCATION	Baccarat Region
CONDITION	None

TITLE: WILD SPEARMAN
SPECIES: ORC KING
FAMILY: BEAST

Comments: If you don't heavily pursue the Monster Arena challenges until after you gain the ship, picking up this heavy-hitter will make the first several ranks seem quite easy. Later on, Wild Spearman a.k.a. Orcus can be useful in a group with the other Javelinas. Like Octurion, Orcus can cast Zing.

ORRID



HP: 613-634
MP: 0
Attack: 244-249
Defence: 138-150
Agility: 104-114
Turns in Combat: 1.1

GOLD 103 EXP 261

MONSTER COIN	Silver
TEAM	The Dynamic Duo
DEATHMOVE	Sapper Slapper
TEAM BONUSES	Team Attack +15
TEAM	Just Beastly
DEATHMOVE	N/A
TEAM BONUSES	Team Attack +15
LOCATION	Isolated Plateau
CONDITION	After defeating Monster Arena Rank F

TITLE: OCHRE OGRE
SPECIES: BUFFALOGRE
FAMILY: BEAST

Comments: Ochre Ogre a.k.a. Orrid is quite powerful and has the ability to psyche up quickly and unleash devastating attacks. In combination with Spike, Orrid is even stronger and the pair form a two-monster team that will serve you well in the high rank fights of the Monster Arena competition.

PA TROLL



HP: 999
MP: 0
Attack: 321-348
Defence: 63-74
Agility: 84-90
Turns in Combat: 1

GOLD	79	EXP	466
MONSTER COIN	Gold		
TEAM	Club Club		
DEATHMOVE	Mind Breaker		
TEAM BONUSES	N/A		
TEAM	Far From Heaven		
DEATHMOVE	N/A		
TEAM BONUSES	Wait Extra Turn		
LOCATION	Northwest Isle in Areas Accessible By Air		

TITLE: TROLL PATROLLER
SPECIES: BOSS TROLL
FAMILY: DEMON

Comments: Troll Patroller a.k.a. Pa Troll's power comes at a cost, which is a serious lack of defence and agility. That's a high hurdle to leap, but if you're starting the Monster Arena late in the game or if you're at a low level, Pa Troll could be an effective member of your team.

CONDITION

None

POTBELLY



HP: 452-739
MP: 0
Attack: 158-241
Defence: 95-186
Agility: 58-181
Turns in Combat: 1

GOLD	53	EXP	374
MONSTER COIN	Silver		
TEAM	The Drag Racers		
DEATHMOVE	N/A		
TEAM BONUSES	Team Attack +30		
LOCATION	Kingdom of Trodain		

TITLE: POTTY DRAGON
SPECIES: JARGON
FAMILY: DRAGON

Comments: This is a very powerful monster when you consider how early you can scout it. If you're strong enough to beat it (and don't mind taking a little trip), you can recruit Potty Dragon a.k.a. Potbelly immediately after you gain the Monster Arena key.

CONDITION

None

ROBORG



HP: 432-586
MP: 0
Attack: 173-222
Defence: 168-238
Agility: 120-251
Turns in Combat: 1

GOLD	35	EXP	351
MONSTER COIN	Silver		
TEAM	The Blade Runners		
DEATHMOVE	Triple Swords		
TEAM BONUSES	N/A		
TEAM	Clank and Spank		
DEATHMOVE	Metal Panic		
TEAM BONUSES	N/A		
LOCATION	Blizzard Peaks		

TITLE: ROBOSTER MK I
SPECIES: KILLING MACHINE
FAMILY: MACHINE

Comments: Killing machines make for fantastic team members, offering a wide variety of useful attacks, filling slots in three different teams and boasting impressive attack and defence stats. Since Roboster Mk I a.k.a. Roborg has no prerequisites, you should grab it as soon as possible.

TEAM

Triple Trouble

DEATHMOVE

Streak Killer Attack

TEAM BONUSES

N/A

CONDITION

None

ROBSTER



HP: 101-213
MP: 16-31
Attack: 54-188
Defence: 54-263
Agility: 45-195
Turns in Combat: 0.7

GOLD	27	EXP	64
MONSTER COIN	Copper		
TEAM	The Aqua Marines		
DEATHMOVE	N/A		
TEAM BONUSES	Team Defence +30		
LOCATION	Pickham Region		

TITLE: LITTLE NIPPER
SPECIES: YABBY
FAMILY: AQUATIC

Comments: Defence can be important in Monster Arena battles, and Little Nipper a.k.a. Robster offers both high defence and the prospect of a party-wide defence boost when used with other aquatic enemies. Unfortunately, Robster wastes many of its turns draining MP that it can't use for itself.

CONDITION

None

SAGITTARI



HP: 238-353
MP: 32
Attack: 160-170
Defence: 120-170
Agility: 80-100
Turns in Combat: 0.8

GOLD	26	EXP	83
MONSTER COIN	Copper		
TEAM	The Angry Archers		
DEATHMOVE	Harrowing Arrow		
TEAM BONUSES	Team Max HP +15		
TEAM	Not Quite Human		
DEATHMOVE	N/A		
TEAM BONUSES	Team Max HP +15		
LOCATION	Arcadia Region		

TITLE: POISONOUS SNIPER
SPECIES: BODKIN FLETCHER
FAMILY: HUMANOID

Comments: A reliable fighter that uses standard arrow shots and occasional poisonous multishot attacks that can inflict long-term damage to foes. Poisonous Sniper a.k.a. Sagittari is very easy to find, located on the path just north of Arcadia.

TITLE: PELVIC THRUSTER
SPECIES: REDTAIL HIPSTER
FAMILY: DEMON



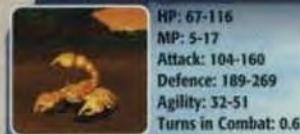
HP: 266-330
MP: 0
Attack: 128-232
Defence: 91-180
Agility: 61-170
Turns in Combat: 1

GOLD	49	EXP	116
MONSTER COIN	Copper		
TEAM	Far From Heaven		
DEATHMOVE	N/A		
TEAM BONUSES	Wait Extra Turn		
LOCATION	Pickham Region		

TITLE: SAND SLAYER
SPECIES: SCORPION
FAMILY: BUG

Comments: Salsa can be a powerful addition to your team, but it depends on which random moves it dishes out. Spin Attack is fantastic, but the tension-lowering Foxtrot dance isn't nearly as effective against many foes.

TITLE: SAND SLAYER
SPECIES: SCORPION
FAMILY: BUG



HP: 67-116
MP: 5-17
Attack: 104-160
Defence: 189-269
Agility: 32-51
Turns in Combat: 0.6

GOLD	16	EXP	100
MONSTER COIN	Copper		
TEAM	N/A		
DEATHMOVE	N/A		
TEAM BONUSES	N/A		
LOCATION	Pickham Region		

Comments: In addition to Sand Slayer a.k.a. Scorpius's high defence stat, it also uses the Kabuff spell. Combined with its poison attacks, this can be a powerful combo but only if your opponents don't use spells! Scorpius is a fine choice against enemies that use only physical attacks.

TITLE: SEASAW
SPECIES: RIFTIDE
FAMILY: HUMANOID



HP: 316-399
MP: 21-29
Attack: 168-242
Defence: 162-205
Agility: 105-135
Turns in Combat: 1.1

GOLD	80	EXP	227
MONSTER COIN	Copper		
TEAM	Not Quite Human		
DEATHMOVE	N/A		
TEAM BONUSES	Team Max HP +15		
LOCATION	Unnamed Isle		

Comments: Terror Talons a.k.a. Seasaw is a powerful attacker with a pretty good defence stat. It has the Whack spell, which can be dangerous when you try to scout it. Unfortunately, it isn't as effective during the higher rank fights of the Monster Arena.

CONDITION After defeating
Monster Arena Rank F

SIPPY

	HP: 48-231 MP: 0 Attack: 48-213 Defence: 25-201 Agility: 21-179 Turns in Combat: 0.7	GOLD 3 EXP 30
MONSTER COIN	Copper	
TEAM	The Drack Pack	
DEATHMOVE	Fat Drack	
TEAM BONUSES	Team Agility +30	
TEAM	The Avian Attackers	
DEATHMOVE	N/A	
TEAM BONUSES	Team Agility +30	
LOCATION	Farebury Region	

TITLE: PAIN IN THE NECK
SPECIES: DRACKY
FAMILY: BIRD

Comments: Pain in the Neck a.k.a. Sippy is a consistent attacker (it has no other moves) and is fairly skilled at dodging. It isn't terribly powerful, but when placed in a team with the two other Drackies, the three can assemble to form the mighty Great Dracky!

SLURPY

	HP: 78-231 MP: 0 Attack: 99-245 Defence: 130-206 Agility: 128-240 Turns in Combat: 0.7	GOLD 23 EXP 158
MONSTER COIN	Copper	
TEAM	The Drack Pack	
DEATHMOVE	Fat Drack	
TEAM BONUSES	Team Agility +30	
TEAM	The Avian Attackers	
DEATHMOVE	N/A	
TEAM BONUSES	Team Agility +30	
LOCATION	W Argonia	

TITLE: ALL DAY SUCKER
SPECIES: DRACKY
FAMILY: BIRD

Comments: Unless it's in a team, this monster has only straightforward attacks. Alone, All Day Sucker a.k.a. Slurpy's greatest asset is its high agility which enables it to dodge many enemy attacks.

SKELEDOID

	HP: 563-715 MP: 0 Attack: 310-345 Defence: 238-268 Agility: 168-265 Turns in Combat: 1.1	GOLD 99 EXP 373
MONSTER COIN	Gold	
TEAM	The Blade Runners	
DEATHMOVE	Triple Swords	
TEAM BONUSES	N/A	
TEAM	Club Club	
DEATHMOVE	Mind Breaker	
TEAM BONUSES	N/A	
TEAM	The Zombobops	
DEATHMOVE	N/A	
TEAM BONUSES	Team Max HP +30	
LOCATION	Northwest Isle	

TITLE: MAN-AT-ARMS
SPECIES: HELL GLADIATOR
FAMILY: ZOMBIE

Comments: Man-at-Arms a.k.a. Skeledoid is one of the best monsters in the game. It has impressive stats on offense and defence, it uses a slashing attack that may also put its target to sleep, and it fits into three different weapon teams!

SLIME SHADY

	HP: 89-228 MP: 0 Attack: 89-188 Defence: 100-179 Agility: 86-113 Turns in Combat: 0.6	GOLD 1 EXP 73
MONSTER COIN	Copper	
TEAM	Slime Time	
DEATHMOVE	Slime Spank	
TEAM BONUSES	Team Max HP x2	
TEAM	The Slime Squad	
DEATHMOVE	Supersize Slimey	
TEAM BONUSES	Team Max HP x2	
LOCATION	Arcadia Region	

TITLE: GLOOPY GROUPIE
SPECIES: SLIME
FAMILY: SLIME

Comments: Gloopy Groupie a.k.a. Slime Shady is better than Smiles in some respects, but potentially worse in others. It has only straightforward attacks, and should only be used in an all-slimes team.

TEAM	Slime Power
DEATHMOVE	N/A
TEAM BONUSES	Team Max HP x2
CONDITION	None

SLIMEHOPPER

	HP: 41-485 MP: 4-34 Attack: 26-296 Defence: 15-296 Agility: 13-205 Turns in Combat: 1.1	GOLD 15 EXP 28
MONSTER COIN	Copper	
TEAM	The Fatal Attraction	
DEATHMOVE	Love Typhoon	
TEAM BONUSES	N/A	
TEAM	The Nighthanders	
DEATHMOVE	Riders' Carnival	
TEAM BONUSES	N/A	
TEAM	Slime Power	
DEATHMOVE	N/A	
TEAM BONUSES	Team Max HP x2	
LOCATION	Farebury Region	

TITLE: ONE KNIGHT STAND
SPECIES: SLIME KNIGHT
FAMILY: SLIME

Comments: One Knight Stand a.k.a. Slimehopper is one of the easiest monsters to scout. It is fairly useful in combat, supplementing its normal attacks with the Heal spell. While Slimehopper's stats tend to be low, it can claim membership in four excellent teams.

TEAM	The Blade Runners
DEATHMOVE	Triple Sword
TEAM BONUSES	N/A
CONDITION	None

SMILES

	HP: 39-197 MP: 0 Attack: 21-270 Defence: 51-175 Agility: 60-242 Turns in Combat: 0.5	GOLD 1 EXP 40
MONSTER COIN	Copper	
TEAM	Slime Time	
DEATHMOVE	Slime Spank	
TEAM BONUSES	Team Max HP x2	
TEAM	The Slime Squad	
DEATHMOVE	Supersize Slimey	
TEAM BONUSES	Team Max HP x2	
LOCATION	Kingdom of Trodain	

TITLE: SLIMY SMILEY
SPECIES: SLIME
FAMILY: SLIME

Comments: Slimy Smiley a.k.a. Smiles is one of your first three monsters, but it may be the weakest of the bunch. However, it can be useful later in the game when you have other slimes to combine it with.

SNAP CASE

	HP: 260-287 MP: 21-27 Attack: 123-179 Defence: 64-120 Agility: 60-133 Turns in Combat: 0.7	GOLD 33 EXP 110
MONSTER COIN	Copper	
TEAM	Materialistic	
DEATHMOVE	N/A	
TEAM BONUSES	Wait Extra Turn	
LOCATION	Kingdom of Trodain	

TITLE: MAN-EATER CHEST
SPECIES: CANNIBOX
FAMILY: MATERIAL

Comments: Man-eater Chest a.k.a. Snap Case is a fairly powerful attacker, sometimes capable of attacking twice or casting a useful spell. However, it doesn't have enough defence to last long after the first few ranks of the Monster Arena.

SPIKE

	HP: 383-575 MP: 35 Attack: 147-219 Defence: 126-144 Agility: 103-122 Turns in Combat: 1.1	GOLD 88 EXP 199
MONSTER COIN	Silver	
TEAM	The Dynamic Duo	
DEATHMOVE	Sapper Slapper	
TEAM BONUSES	Team Attack +15	
TEAM	Just Beastly	
DEATHMOVE	N/A	
TEAM BONUSES	Team Attack +15	
LOCATION	Cape West of Pickham	

TITLE: MUSCLE MOHAWKER
SPECIES: MOHAWKER
FAMILY: BEAST

Comments: With slightly lower stats, Muscly Mohawker a.k.a. Spike seems like the weaker link in the Dynamic Duo (the two-monster team it shares with Orrid). However, Spike has the ability to cast Multiheal in combat, which is especially important considering the pair's low defence scores.

CONDITION After defeating Monster Arena Rank F

SQUIGGLES



HP: 49-78
MP: 0
Attack: 54-64
Defence: 50-64
Agility: 57-116
Turns in Combat: 0.6

GOLD	9	EXP	48
MONSTER COIN	Copper		
TEAM	Club Club		
DEATHMOVE	Mind Breaker		
TEAM BONUSES	N/A		
TEAM	The Aqua Marines		
DEATHMOVE	N/A		
TEAM BONUSES	Team Defence +30		
LOCATION	Pickham Region		

TITLE: SQUIGGLY SQUIGGLER
SPECIES: KHALAMARI KID
FAMILY: AQUATIC

Comments: Squiggly Squiggler a.k.a. Squiggles may be cute, but it's one of the weakest monsters in the game. Since it spends approximately one-third of its turns doodling, not much is left from an offensive standpoint.

TALOS



HP: 801
MP: 0
Attack: 316
Defence: 243
Agility: 116
Turns in Combat: 0.6

GOLD	109	EXP	226
MONSTER COIN	Silver		
TEAM	Materialistic		
DEATHMOVE	N/A		
TEAM BONUSES	Wait Extra Turn		
LOCATION	Holy Isle of Neos		

TITLE: CRAZED COLOSSUS
SPECIES: LIVING STATUE
FAMILY: MATERIAL

Comments: Crazed Colossus a.k.a. Talos's stats don't change as you level up, so the sooner you can scout it the better. It appears as soon as you clear the Monster Arena's Rank D and it is easy to find. It's slow and can't use any special deathmoves, but its attack and defence stats are very good.

CONDITION: Appears after defeating Monster Arena Rank D

STEROPES



HP: 888-959
MP: 0
Attack: 278-329
Defence: 149-200
Agility: 108-173
Turns in Combat: 0.8

GOLD	103	EXP	398
MONSTER COIN	Silver		
TEAM	Two Eyes		
DEATHMOVE	Sapper Slappers		
TEAM BONUSES	Wait Extra Turn		
TEAM	Club Club		
DEATHMOVE	Mind Breaker		
TEAM BONUSES	N/A		
LOCATION	Unnamed Isle		

TITLE: GIGANTES GANGSTER
SPECIES: GIGANTES
FAMILY: DEMON

Comments: Gigantes Gangster a.k.a. Steropes is even more powerful than Brontes, but you can't recruit it until you defeat Monster Arena Rank B. After that, add it to your team (preferably alongside Brontes) and you'll be in good shape for the final ranks!

TEAM	Far From Heaven
DEATHMOVE	N/A
TEAM BONUSES	Wait Extra Turn
CONDITION	After defeating Monster Arena Rank B

STONEMAN



HP: 560-810
MP: 0
Attack: 275-308
Defence: 255-306
Agility: 100-110
Turns in Combat: 0.7

GOLD	63	EXP	388
MONSTER COIN	Silver		
TEAM	My Three Golems		
DEATHMOVE	The Golemator		
TEAM BONUSES	N/A		
TEAM	Materialistic		
DEATHMOVE	N/A		
TEAM BONUSES	Wait Extra Turn		
LOCATION	Northwest Isle in Areas Accessible By Air		

TITLE: STONEMASON
SPECIES: STONE GOLEM
FAMILY: MATERIAL

Comments: Stonemason a.k.a. Stoneman is the strongest golem on its own, and the final member of My Three Golems. When used together, the three golems can fuse together to form Mazin, a golem made of other golems. Needless to say, Mazin's stats are top-notch!

CONDITION	After beating Monster Arena Rank B
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SUGI



HP: 102-267
MP: 0
Attack: 63-216
Defence: 163-210
Agility: 134-257
Turns in Combat: 0.9

GOLD	N/A	EXP	68
MONSTER COIN	345		
TEAM			
DEATHMOVE	The Drack Pack		
TEAM BONUSES	Fat Drack		
TEAM	Team Agility +30		
DEATHMOVE	The Avian Attackers		
TEAM BONUSES	N/A		
LOCATION	Either Northwest Isle in Areas Accessible By Air or Isolated Plateau in Areas Accessible By Air		

TITLE: SHADOW CONDUCTOR
SPECIES: DRACKY
FAMILY: BIRD

Comments: Shadow Conductor a.k.a. Sugi is on par with Slurpy, but you'll need to track it down to complete the Dracky team or one way to complete The Legends team of monsters.

TEAM	Team Agility +30
DEATHMOVE	The Legends
TEAM BONUSES	Big Bang
CONDITION	Night only; after defeating Monster Arena Rank B

TORCHMAN



HP: 336-361
MP: 0
Attack: 180-221
Defence: 105-156
Agility: 103-139
Turns in Combat: 0.9

GOLD	123	EXP	365
MONSTER COIN	Copper		
TEAM	Demented Elements		
DEATHMOVE	Elemental Storm		
TEAM BONUSES	N/A		
LOCATION	Two areas in Desert		

TITLE: LIVING TORCH
SPECIES: DANCING FLAME
FAMILY: ELEMENTAL

Comments: Living Torch a.k.a. Torchman has the same attacks as Flameman, but each of its spells is one level more powerful. Elemental breath attacks like Flame Breath and Inferno are great against opponents with high-defence.

CONDITION: Appears after defeating Monster Arena Rank D

TORI



HP: 99-243
MP: 0
Attack: 8-316
Defence: 131-294
Agility: 93-212
Turns in Combat: 0.7

GOLD	1	EXP	54
MONSTER COIN	Gold		
TEAM	Slime Time		
DEATHMOVE	Slime Spank		
TEAM BONUSES	Team Max HP x2		
TEAM	The Slime Squad		
DEATHMOVE	Supersize Slimey		
TEAM BONUSES	Team Max HP x2		
TEAM	Slime Power		
DEATHMOVE	N/A		
TEAM BONUSES	Team Max HP x2		
LOCATION	Two areas on Isolated Plateau		

TITLE: SLIME DESIGNER
SPECIES: SLIME
FAMILY: SLIME

Comments: Slime Designer a.k.a. Tori is the third and final slime. It can finish the Slime Squad with its slime brethren or complete The Legends with Hori, Nohi, or Sugi.

CONDITION: After defeating Monster Arena Rank D

TRICK BAG



HP: 189-254
MP: 10-16
Attack: 63-95
Defence: 104-179
Agility: 80-133
Turns in Combat: 0.8

GOLD	32	EXP	92
MONSTER COIN	Copper		
TEAM	The Psyche Wards		
DEATHMOVE	Tension Boost		
TEAM BONUSES	N/A		
TEAM	Materialistic		
DEATHMOVE	N/A		
TEAM BONUSES	Wait Extra Turn		
LOCATION	W Argonia		

TITLE: BUNDLE OF JOY
SPECIES: BAG O' LAUGHS
FAMILY: MATERIAL

Comments: Bundle of Joy a.k.a. Trick Bag has dismal stats, especially considering that you can't really scout it early in the game. Trick Bag is useful for completing the Psyche Wards team.

TEAM: Happy Together
DEATHMOVE: N/A
TEAM BONUSES: N/A
CONDITION: None

TWIGGY



HP: 219-251
MP: 0
Attack: 64-231
Defence: 41-178
Agility: 38-94
Turns in Combat: 0.8

TITLE: ROOT OF EVIL
SPECIES: TREEFACE
FAMILY: PLANT

GOLD	39	EXP	78
MONSTER COIN	Copper		
TEAM	N/A		
DEATHMOVE	N/A		
TEAM BONUSES	N/A		
LOCATION	Maelia Region	CONDITION	None

Comments: Root of Evil a.k.a. Twiggy is a great support monster that can heal and resurrect your other monsters. Unfortunately, Twiggy lacks much power from a defensive standpoint.

BISHOP



LOCATION: Two areas in Maelia Region
CONDITION: Appears after defeating the game

FRILLSAUR



LOCATION: Untrodden Groves
CONDITION: Day only; appears after defeating the game

HEV



LOCATION: Kingdom of Trodain near lake
CONDITION: Unknown...

MORNSTAR



LOCATION: Arcadia Region near tunnel to Blizzard Peaks
CONDITION: Appears after defeating the game

GRYPHUS



LOCATION: W Argonia in Areas Accessible By Air
CONDITION: Appears after defeating the game

SPOT



LOCATION: Baccarat Region
CONDITION: Day only; appears after defeating the game and
beating Monster Arena Rank B

MORRIE'S MONSTER ARENA



UNLOCKING THE MONSTER ARENA

When you first meet Morrie atop the keep near Pickham, he asks you to track down three particular monsters, fight them, and send them back to him. Unlike normal monsters, these guys are visible on the field and are among the first of over 70 "infamous monsters" you'll encounter.

After you defeat all three, Morrie hands over a key that allows you to enter the Monster Arena at any time. Here you can send a handpicked team of monsters into combat with parties assembled by other monster scouts. Your starting team consists of the three monsters you defeated for Morrie. It's also possible to recruit additional infamous monsters, provided you can earn their respect by defeating them in combat.

Victories in the arena will earn you both items and special abilities, courtesy of Morrie. The most significant is the **Call Team** ability, which Morrie teaches you after you conquer Rank E. This skill enables you to call your Monster Team to replace your normal party in battle for a certain number of turns!

HOW BATTLES WORK

You can enter a battle by talking to the man in red behind one of the counters in the Monster Arena. The tournament is divided into eight ranks and you must conquer them in order, starting with the lowest (Rank G). There is a small fee to pay to enter each rank, but the potential prizes for winning are worth the price of entry. You can challenge a previously defeated rank for free, but you won't win any prizes.



Each rank consists of three rounds. Your enemies' monsters may appear to be ordinary monsters, but they have enhanced stats, making them formidable opponents. Also, your foes always begin at full health, while your team does not recover lost HP or MP between rounds.

During battles, your monsters fight on their own. You can't give them specific commands, so the strategic element lies in scouting the best monsters and identifying the correct mixture of attributes to fashion an all-conquering team from your ever-expanding roster.

SCOUTING MONSTERS

As noted previously, you assemble your team from infamous monsters, which are the more powerful versions of normal monsters that you face in random monster encounters. Once Morrie makes you an official monster scout, any infamous monster you defeat will ask to join your team after you defeat it. The monsters you begin with are among the weakest in the game, so try to replace them quickly.



Monster Arena

Initially, there is space for only three monsters, so recruiting a new monster means releasing an old one (it returns to its original location). As you ascend the Monster



Arena ranks, Morrie will reward you with additional storage space in your reserves and even a second team! You can only enter one team of three monsters in each fight, but you can swap between teams and your bench before you register.

A few tips for catching monsters:

When you see an infamous monster, try to attack it from behind. This may enable you to strike first.

Some monsters only appear at night, while others only appear during the day. If an area seems suspiciously empty, try waiting until the next time change to see if a monster appears.

Certain monsters appear only after you've conquered certain ranks in the Monster Arena. Ranks F, D, and B are the significant milestones.

Most infamous monsters appear in only one location, but some may have up to five possible appearance points! They are only in one spot at any given time, so these monsters can be tricky to track down.

A few super-secret infamous monsters do not appear until after the game is completed, or other criteria are fulfilled later in the game.

How Infamous Monsters Grow

Infamous monsters distinguish themselves from their normal monster counterparts in many ways. They have names and higher stats and while they don't level up, they gain strength as your normal party gains strength. Note that not every monster stat is affected, and the amount by which they're affected can vary drastically. Some grow significantly as your party does (like Hackzilla), while others are as good as they'll ever be on the day you recruit them (like Talos). Note that infamous monsters grow whether they're in the wild or on your team; recruiting them early doesn't make a difference in their ultimate stats.



Talos
Crazed Colossus
[HP]: 801
[MP]: 0
Attack: 316
Defence: 243
Agility: 116

Hero Level 20



Hackzilla
Axoraptor
[HP]: 854
[MP]: 0
Attack: 320
Defence: 226
Agility: 136

Hero Level 45

You can certainly get through the Monster Arena with three tough monsters that have nothing in common with each other, but it is often easier with a themed party that has a powerful team ability.

MONSTER ARENA PRIZES

Rank G

Strength ring (accessory); attack: 5; equipped by Hero, Yangus, Jessica, Angelo

Rank F

Bunny suit (armour); defence: 38; equipped by Jessica

Rank E

Ring of clarity (accessory); defence: 10, immunity to confusion; equipped by Hero, Yangus, Jessica, Angelo

Rank D

Mighty armlet (accessory); attack: 15; equipped by Hero, Yangus, Jessica, Angelo

Rank C

Saint's ashes (item); used in alchemy

Rank B

Bardiche of binding (scythe); attack: 83, does extra damage to demons, may silence target; equipped by Yangus

Rank A

Hero spear (spear); attack: 100, recovers user's HP; equipped by Hero

Rank S

Dragon robe (armour); defence: 103, reduces fire- and ice-type damage; equipped by Jessica, Angelo

DEATHMOVES AND SPECIAL TEAMS

When you combine monsters of the same type, or ones that have something significant in common (they all wield the same weapon, for example), the team may gain a nickname, deathmoves, stat bonuses, or other secret traits. Your team will occasionally use a deathmove in combat automatically.



Despite their name, deathmoves aren't always offensive in nature. For example, Elemental Storm (used by a party of three Elementals) casts Bounce and Insulate on the party. If you use Call Team to summon a monster team that uses a stat-boosting or healing deathmove like this one, the effects will often carry over to your human party as well!



MONSTER ARENA ROUNDS

RANK G

Entrance Fee: 100 gold

Prizes: Strength ring, +3 Reserves monster slots

GRIMEY—THE SLIMEYS



She-Slime (x2)

HP: 45
MP: 0
Attack: 45
Defence: 40
Agility: 50



Slime Knight

HP: 63
MP: 10
Attack: 65
Defence: 44
Agility: 72

GRACEY—TEAM FACE OFF



Frogface (x2)

HP: 49
MP: 10
Attack: 52
Defence: 23
Agility: 52



Treeface

HP: 80
MP: 0
Attack: 66
Defence: 53
Agility: 44

GRUELLY—THE BULLY BROTHERS

HAMMERHOOD

HP: 50
MP: 0
Attack: 49
Defence: 45
Agility: 18



GUNERILLA

HP: 82
MP: 0
Attack: 70
Defence: 62
Agility: 39



BULLFINCH

HP: 77
MP: 0
Attack: 53
Defence: 45
Agility: 50



RANK F

Entrance Fee: 200 gold

Prizes: Bunny suit, unlock Compete against own team option

FISHER—THE FISHER KINGS

KHALAMARI KID (x2)

HP: 66
MP: 0
Attack: 70
Defence: 68
Agility: 57



KING KELP

HP: 103
MP: 20
Attack: 82
Defence: 72
Agility: 59



FELBLE—HELL'S BELLS

DINGALING (x2)

HP: 72
MP: 4
Attack: 65
Defence: 60
Agility: 71



JARGON

HP: 120
MP: 0
Attack: 100
Defence: 71
Agility: 56



FINNEGAN—THE RED BARONS

DANCING DEVIL

HP: 70
MP: 0
Attack: 46
Defence: 45
Agility: 63



WAILIN' WEED

HP: 83
MP: 0
Attack: 77
Defence: 71
Agility: 61



REDTAIL HIPSTER

HP: 103
MP: 0
Attack: 106
Defence: 95
Agility: 70



RANK F STRATEGY

Watch out for reddtail hipster's tail shake, which hits for about 50 HP to all party members. If your party is weak, this attack can eliminate multiple team members in a single turn.

RANK E

Entrance Fee: 300 gold

Prizes: Ring of clarity, Call Team ability (for Hero)

ERICSON—THE PRISON PUSSYCATS

JAGCAT (x2)

HP: 65
MP: 12
Attack: 86
Defence: 66
Agility: 80



TERROR TABBY

HP: 99
MP: 20
Attack: 120
Defence: 80
Agility: 80



ELIDOR—THE FIEND FAMILY

HIPSTER

HP: 146
MP: 32
Attack: 132
Defence: 80
Agility: 80



MINIDEMON

HP: 83
MP: 60
Attack: 58
Defence: 63
Agility: 70



WITCH

HP: 130
MP: 48
Attack: 110
Defence: 79
Agility: 80



EVIANA—THE DIRTY DANCERS

MAGIC MARIONETTE

HP: 180
MP: 0
Attack: 132
Defence: 92
Agility: 64



TAP DEVIL

HP: 125
MP: 0
Attack: 91
Defence: 89
Agility: 60



VOLPONE

HP: 183
MP: 48
Attack: 145
Defence: 100
Agility: 80



RANK E STRATEGY

The tap devil uses Underpants Dance to stun your characters for a turn, leaving them unable to fight back. If this causes a problem, find a monster that is immune to temporary stun attacks. This quality is typically found among machines and zombies.

Monster Arena

RANK D

Entrance Fee: 400 gold

Prizes: Mighty armlet, +3 Reserves monster slots

DAREN—TEAM NIGHTMARE



NIGHT FOX

HP: 161
MP: 6
Attack: 98
Defence: 73
Agility: 90



NIGHT EMPEROR

HP: 182
MP: 0
Attack: 128
Defence: 116
Agility: 60



NIGHT SNEAKER

HP: 123
MP: 12
Attack: 110
Defence: 77
Agility: 80

DARCY—THE DEADHEADS



SKELETON

HP: 145
MP: 30
Attack: 131
Defence: 33
Agility: 80



WALKING CORPSE

HP: 200
MP: 0
Attack: 150
Defence: 13
Agility: 80



MUMMY

HP: 143
MP: 0
Attack: 118
Defence: 60
Agility: 80

DEOGOL—THE PSYCHE-OS



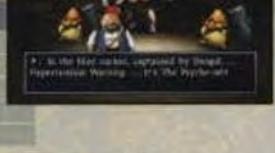
BROWNIE (x2)

HP: 100
MP: 0
Attack: 123
Defence: 76
Agility: 75



HOMO

HP: 200
MP: 0
Attack: 166
Defence: 72
Agility: 75



RANK D STRATEGY

The brownies have a special ability that can boost their tension by two levels, making most of their attacks one-hit kills. Brownies are weak, so a deathmove may eliminate them before they cause any damage.

RANK C

Entrance Fee: 500 gold

Prizes: Saint's ashes, no prize from Morrie

CORAL—THE BEACH BABES



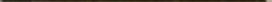
SEA URCHIN (x2)

HP: 161
MP: 20
Attack: 83
Defence: 45
Agility: 90



SIREN

HP: 180
MP: 50
Attack: 27
Defence: 100
Agility: 73



CRAZY INVENTOR—BAD SCIENCE



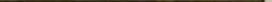
MECHA-MYNAH

HP: 178
MP: 45
Attack: 100
Defence: 135
Agility: 82



HUNTER MECH

HP: 256
MP: 0
Attack: 175
Defence: 108
Agility: 80



CLOCKWORK CUCKOO

HP: 240
MP: 0
Attack: 150
Defence: 99
Agility: 90

COUNTESS CHRISTIE—BATTLE ROYALS



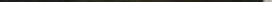
FENCING FOX

HP: 320
MP: 8
Attack: 126
Defence: 92
Agility: 80



BONE BARON

HP: 316
MP: 0
Attack: 190
Defence: 116
Agility: 88



PHANTOM FENCER

HP: 400
MP: 0
Attack: 173
Defence: 95
Agility: 80

RANK C STRATEGY

Tough foes like the hunter mech and bone baron use powerful attacks on a consistent basis, and the metal monsters in the second round are immune to nearly every trick outside of direct physical damage. Construct a resilient team of your own, and use monsters that rely on direct attacks, not status conditions.

RANK B

Entrance Fee: 700 gold

Prizes: Bardiche of binding, second Monster team

BALDHERE—THE DRAG QUEENS



BRAGURN

HP: 481
MP: 0
Attack: 216
Defence: 128
Agility: 92



TYRANTOSAURUS

HP: 530
MP: 0
Attack: 221
Defence: 134
Agility: 108

* In the Blue arena, captured by Baldhere... The Dragon Queen... it's The King Yourself!



SNAPADRON

HP: 550
MP: 60
Attack: 204
Defence: 118
Agility: 102

BOGART—THE TOUGH NUTS



STONE GUARDIAN

HP: 401
MP: 0
Attack: 209
Defence: 190
Agility: 92



* In the Blue arena, captured by Bogart... it's The Tough Nut!



Boss TROLL

HP: 800
MP: 0
Attack: 238
Defence: 32
Agility: 82

* In the Blue arena, captured by Bogart... it's The Tough Nut!



GOLEM

HP: 560
MP: 0
Attack: 227
Defence: 126
Agility: 80

BOTHAN—THE ROCK 'N' ROLLERS



ROCKBOMB

HP: 180
MP: 40
Attack: 68
Defence: 111
Agility: 86



* In the Blue arena, captured by Bothan... it's The Rock 'n' Roller!



STONE GOLEM

HP: 612
MP: 0
Attack: 245
Defence: 156
Agility: 93

* In the Blue arena, captured by Bothan... it's The Rock 'n' Roller!



LIVING STATUE

HP: 462
MP: 0
Attack: 218
Defence: 154
Agility: 80

RANK B STRATEGY

The enemies in this rank hit hard and have lots of HP. The key to victory is having a team with very high defence since after the first round, all of the enemy monsters will use physical attacks exclusively. HP is important too, but even a monster with 1000 HP won't last long if its defence is low.

RANK A

Entrance Fee: 1000 gold

Prizes: Hero spear, unlock Rank S

ALOISE—THE BIG BOYS



FROU-FROU

HP: 540
MP: 0
Attack: 226
Defence: 157
Agility: 111



* In the Blue arena, captured by Aloise... Mountainous Monsters... it's The Big Boys!



CYCLOPS

HP: 650
MP: 0
Attack: 261
Defence: 134
Agility: 94



TROLL

HP: 508
MP: 0
Attack: 254
Defence: 18
Agility: 51

'ATTABOY TOM—THE WILD CATS



JUMPING JACKAL (x2)

HP: 525
MP: 0
Attack: 230
Defence: 148
Agility: 135



* In the Blue arena, captured by 'Attaboy Tom... it's The Wild Cats!



GREAT SABRECAT

HP: 670
MP: 0
Attack: 271
Defence: 155
Agility: 150

AMAAN—FEAR FACTOR



ZOMBIE GLADIATOR

HP: 868
MP: 16
Attack: 256
Defence: 164
Agility: 126



* In the Blue arena, captured by Amaan... it's The Fear Factor!



TREEVIL

HP: 419
MP: 0
Attack: 145
Defence: 84
Agility: 72



BOMBRUIDER

HP: 245
MP: Infinite
Attack: 80
Defence: 111
Agility: 80

RANK A STRATEGY

The final group of recruitable monsters becomes available after clearing Rank B. Take some time to recruit the final members of many powerful themed teams, like the killing machines and golems. This is a very tough rank, and it will be difficult to clear this rank without the use of some powerful deathmoves.

Monster Arena

RANKS

Entrance Fee: 1000 gold

Prizes: !!!!



You must clear all of the previous ranks to make Rank 5 appear. This rank contains the toughest battles yet, and victory may not be possible until you recruit some of the best monsters in the game. Also, boost their stats by attaining a high level for your characters.

SPECIAL MONSTER TEAMS

While you can build a team out of any three team monsters you like, you can earn stat bonuses and unlock deathmoves if the team is comprised of monsters that share a species, a weapon, a family, or some other trait. When this occurs, a special name is assigned to your team (as listed in this chapter) and you receive some bonuses shown. All deathmoves are automatically used in combat at your team's discretion. If your team of three monsters has a special two-monster sub-group in it, the deathmove for the two-monster sub-group may also be used. Some effects extend to party members, but only when the Hero summons your team in combat with the Call Team ability.

WEAPON TEAMS

THE ANGRY ARCHERS

DESCRIPTION	Monsters that wield bows.
DEATHMOVE	Harrowing Arrow: Arrows of light hit all enemies for 116-124 points of damage.
TEAM BONUSES	Team Max HP +15
POSSIBLE TEAM MEMBERS:	
Shortshooter a.k.a. Fletch (Bodkin archer) Sharpshooter a.k.a. Archer (Bodkin bowyer) Poisonous Sniper a.k.a. Sagittari (Bodkin fletcher)	

THE BLADE RUNNERS

DESCRIPTION	Monsters that wield swords.
DEATHMOVE	Triple Swords: Team members focus attacks on a single foe, and cause 50% more damage than normal attacks.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	
Old Soldier a.k.a. Bones (Skeleton) Fantom of Chopera a.k.a. Capers (Phantom fencer) Attack Bot Mi II a.k.a. Cybot (Killing machine) King of Dumbria a.k.a. Dumblong (Notso macho) Raging Rooster a.k.a. Foul Fowl (Fowlfighter) Bone Racer a.k.a. Jockey (Skullrider) Hollow Knight a.k.a. Lonely Joe (Restless armour)	

A THIRD TEAM MEMBER

Note that some special monster teams require only two monsters. However, the third member of the team must be of the same family to unlock starred bonuses!

CLUB CLUB

DESCRIPTION	Monsters that wield clubs.
DEATHMOVE	Mind Breaker: Team members focus attacks on a single foe, and cause the target to lose its turn.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	
Big Blue Bully a.k.a. Arges (Cyclops) Gigantes Guardsman a.k.a. Brontes (Gigantes) Abominable Ape a.k.a. Klub Kong (Gorilla) Troll Patroller a.k.a. Pa Troll (Boss troll)	
Man-at-Arms a.k.a. Skeleoid (Hell gladiator) Squiggly Squiggle a.k.a. Squiggles (Khalamari kid) Gigantes Gangster a.k.a. Steropes (Gigantes)	

THE HACKERS

DESCRIPTION	Monsters that wield axes.
DEATHMOVE	Typhoeus' Maul: Team members focus attacks on a single foe, and inflict 50% more damage than normal attacks (double damage versus beasts).
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	
Bushwhacker a.k.a. Bush-W (Berserker) Axoraptor a.k.a. Hackzilla (Hacksaurus) Hooded Hacker a.k.a. Hoodwink (Hoodlum)	
Man-at-Arms a.k.a. Skeleoid (Hell gladiator)	

THE JAVELINAS

DESCRIPTION	Monsters that wield javelins.
DEATHMOVE	Jolly Jousters: Team members attack eight times, hitting enemies at random. Each hit does half the damage of a normal attack.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	
Occult Rider a.k.a. Deadnoble (Bone baron) Octavius Maximus a.k.a. Octurion (Octavian sentry) Wild Spearman a.k.a. Orcus (Orc king)	

THEMED TEAMS

THE DRACK PACK

DESCRIPTION	All three drackies.
DEATHMOVE	Fat Drack: All team members merge into the Gracky, the Great Dracky!

TEAM BONUSES	Team Agility +30
POSSIBLE TEAM MEMBERS:	
Pain in the Neck a.k.a. Sippy (Dracky) All Day Sucker a.k.a. Slurpy (Dracky) Shadow Conductor a.k.a. Sugi (Dracky)	

THE DYNAMIC DUO

DESCRIPTION	Orrid and Spike.
DEATHMOVE	Sapper Slapper: Both monsters focus attacks on a single foe and also lower its defence.

TEAM BONUSES	Team Attack +15* (When third member is of the beast family.)
POSSIBLE TEAM MEMBERS:	

Odrie Oyre a.k.a. Orrid (Buffalogre)
Musdy Mohawker a.k.a. Spike (Mohawker)

THE FATAL ATTRACTION

DESCRIPTION	Faunus, Hazel and Slimehopper.
DEATHMOVE	Love Typhoon: A pink whirlwind hits a group of foes for 76-84 points of damage.

TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	

Fertiliser a.k.a. Faunus (Silenus)
Femme Fatale a.k.a. Hazel (Witch)
One Knight Stand a.k.a. Slimehopper (Slime knight)

HAPPY TOGETHER

DESCRIPTION	Two monsters happy to be together. ☺
DEATHMOVE	N/A

TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	

Jewel Juggler a.k.a. Jewelbag (Goodybag)
Bundle of Joy a.k.a. Trick Bag (Bag o' laughs)

THE LEGENDS

DESCRIPTION	Monsters named after DQ Staff.
DEATHMOVE	Big Bang: A massive explosion hits all foes for 175-225 points of damage.

TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	

Slime Creator a.k.a. Hon (King slime)
Killer Director a.k.a. Nohi (Killing machine)
Shadow Conductor a.k.a. Sugi (Dracky)

MY THREE GOLEMS

DESCRIPTION	All three golems.
DEATHMOVE	The Golemator: All team members merge into the monstrous Mazin!

TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	

Bricklayer a.k.a. Brickman (Golem)
Goldbricker a.k.a. Goldman (Gold golem)
Stonemason a.k.a. Stoneman (Stone golem)

THE NIGHTRIDERS

DESCRIPTION	Mounted monsters.
DEATHMOVE	Riders' Carnival: Team members focus attacks on a single foe, and cause double the usual amount of damage.

TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	

Occult Rider a.k.a. Deadnoble (Bone baron)
Bone Racer a.k.a. Jockey (Skullrider)
One Knight Stand a.k.a. Slimehopper (Slime knight)

THE PSYCHE WARDS

DESCRIPTION	Monsters that build tension.
DEATHMOVE	Tension Boost: Raises the tension of each team member and party member by two levels.

TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	

Al Gee a.k.a. Big Al (King kelp)
Femme Fatale a.k.a. Hazel (Witch)
Jewel Juggler a.k.a. Jewelbag (Goodybag)

Bundle of Joy a.k.a. Trick Bag (Bag o' laughs)

TEAM GOODNIGHT

DESCRIPTION	Certain nocturnal monsters.
DEATHMOVE	Dirge: Reduces the defence of all team members and all enemies to 0.

TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	

Fantom of Chopera a.k.a. Capers (Phantom fence)
Hooded Hacker a.k.a. Hoodwink (Hoodlum)
Nightstalker a.k.a. Nightwing (Night emperor)

THE TREASURE HUNTERS

DESCRIPTION	Wealthy monsters.
DEATHMOVE	Good as Gold: Both monsters focus attacks on a single foe. You gain gold equal to half the damage dealt. You <i>cannot</i> use this move in the Monster Arena.

TEAM BONUSES	Fight Extra Turn* (When third member is of the material family.)
POSSIBLE TEAM MEMBERS:	

Goldbricker a.k.a. Goldman (Gold golem)
Jewel Juggler a.k.a. Jewelbag (Goodybag)

Monster Arena

TRIPLE TROUBLE

DESCRIPTION	All three killing machines.
DEATHMOVE	Stream Killer Attack: Team members focus attacks on a single foe, and cause triple the damage of normal attacks.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	
Attack Bot Mk II a.k.a. Cybot (Killing machine) Killer Director a.k.a. Nohi (Killing machine) Roboter Mk I a.k.a. Roborg (Killing machine)	

TWO EYES

DESCRIPTION	The two gigantes.
DEATHMOVE	Sapper Slapper: Both monsters focus attacks on a single foe and also lower its defence.
TEAM BONUSES	Fight Extra Turn* (When third member is of the demon family.)
POSSIBLE TEAM MEMBERS:	
Gigante Guardsman a.k.a. Brontes (Gigantes) Gigante Gangster a.k.a. Steropes (Gigantes)	

VALENTINE'S DAY

DESCRIPTION	Monsters that use puppets.
DEATHMOVE	N/A
TEAM BONUSES	Team Agility +15, Team Max HP +15* (becomes "Not Quite Human" with another Humanoid member, thus gaining the Team Max HP +15, and also retains the Team Agility +15)
POSSIBLE TEAM MEMBERS:	
Puppet Puglist a.k.a. Doldrumus (Puppet master) Purchin' Judy a.k.a. Moppet (Puppeteer)	

SLIME TEAMS

THE KING AND US

DESCRIPTION	Healer, Curer and Hev.
DEATHMOVE	Maximaster: Returns all fallen team members to life and heals all team members to max HP, then boosts defence of all team members and lowers defence of all enemies.
TEAM BONUSES	Team Max HP x2
POSSIBLE TEAM MEMBERS:	
Angel of Curing a.k.a. Curer (Cureslime) Family Doctor a.k.a. Healer (Healslime) Heavy Metal a.k.a. Hev (Metal king slime)	

FULL METAL POWER

DESCRIPTION	Hev and Metaly.
DEATHMOVE	Magic Burst: Hev and Metaly expend all remaining MP to deal 330-370 points of damage to all enemies.
TEAM BONUSES	Team Max HP x2* (When third member is of the slime family.)
POSSIBLE TEAM MEMBERS:	
Heavy Metal a.k.a. Hev (Metal king slime) Quick Silver a.k.a. Metaly (Metal slime)	

MEGA METAL MANIACS

DESCRIPTION	Hev and Metable.
DEATHMOVE	Magic Burst: Hev and Metable expend all remaining MP to deal 480-520 damage to all enemies.
TEAM BONUSES	Team Max HP x2* (When third member is of the slime family.)
POSSIBLE TEAM MEMBERS:	
Heavy Metal a.k.a. Hev (Metal king slime) Metal Babble a.k.a. Metable (Liquid metal slime)	

SLIME THERAPY

DESCRIPTION	Any two of the following three slimes.
DEATHMOVE	Multiheal: Restores 100-120 HP to all team members and party members.
TEAM BONUSES	Team Max HP x2* (When third member is of the Slime family.)
POSSIBLE TEAM MEMBERS:	
Angel of Curing a.k.a. Curer (Cureslime) Family Doctor a.k.a. Healer (Healslime) Quick Silver a.k.a. Metaly (Metal slime)	

THE METAL MOB

DESCRIPTION	All metal slimes.
DEATHMOVE	Multi Masher: Your team expends all remaining MP to attack 3 to 10 times at random. Each attack causes 110-130 points of damage. (Possible Magic Burst from any combination of two in the group.)
TEAM BONUSES	Team Max HP x2
POSSIBLE TEAM MEMBERS:	
Heavy Metal a.k.a. Hev (Metal king slime) Metal Babble a.k.a. Metable (Liquid metal slime)	

SLIME TIME

DESCRIPTION	Metaly and two normal slimes.
DEATHMOVE	Slime Spank: All monsters focus attacks on a single foe, and cause 50% more damage than normal attacks.
TEAM BONUSES	Team Max HP x2
POSSIBLE TEAM MEMBERS:	
Quick Silver a.k.a. Metaly (Metal slime) Gloopie Grouper a.k.a. Slime Shady (slime) Smily Smiley a.k.a. Smiles (Slime) Slime Designer a.k.a. Tori (Slime)	

METAL POWER

DESCRIPTION	Metabble and Metaly.
DEATHMOVE	Magic Burst: Metabble and Metaly expend all remaining MP to deal 180-220 points of damage to all enemies.
TEAM BONUSES	Team Max HP x2* (When third member is of the Slime family.)

POSSIBLE TEAM MEMBERS:

Metal Babble a.k.a. Metabble (Liquid metal slime)

Quick Silver a.k.a. Metaly (Metal slime)

THE SLIME SQUAD

DESCRIPTION	All normal slimes.
DEATHMOVE	Supersize Slimey: All team members merge into Ultron, the Ultra Slime!
TEAM BONUSES	Team Max HP x2

POSSIBLE TEAM MEMBERS:

Cloopy Grouper a.k.a. Slime Shady (Slime)

Slimy Smiley a.k.a. Smiles (Slime)

Slime Designer a.k.a. Tori (Slime)

TRAUMA CENTRE

DESCRIPTION	Metaly, Curer and Healer.
DEATHMOVE	Omniheal: Restores all team members to max HP and restores some HP to party members.
TEAM BONUSES	Team Max HP x2

POSSIBLE TEAM MEMBERS:

Angel of Curing a.k.a. Curer (Cureslime)

Family Doctor a.k.a. Healer (Healslime)

Quick Silver a.k.a. Metaly (Metal slime)

Family Teams

THE AQUA MARINES

DESCRIPTION	All members are aquatic type.
DEATHMOVE	N/A
TEAM BONUSES	Team Defence +30

POSSIBLE TEAM MEMBERS:

Al Gee a.k.a. Big Al (King kelp)

Squiggy Squiggler a.k.a. Squiggles (Khalamari kid)

Colossal Clone a.k.a. Clio (See angel)

Octavius Maximus a.k.a. Octurion (Octavian sentry)

Little Nipper a.k.a. Robster (Yabby)

THE AVIAN ATTACKERS

DESCRIPTION	All team members are bird type.
DEATHMOVE	Deathmove: N/A
TEAM BONUSES	Team Agility +30

POSSIBLE TEAM MEMBERS:

Raging Rooster a.k.a. Foul Fowl (Fowlfighter)

Shadow Conductor a.k.a. Sugi (Dracky)

Gryphon General a.k.a. Gryphus (War gryphon)

Pain in the Neck a.k.a. Sippy (Dracky)

All Day Sucker a.k.a. Slurpy (Dracky)

CLANK AND SPANK

DESCRIPTION	All team members are machine type.
DEATHMOVE	Metal Panic: The team members focus their attacks on a single foe, and cause 50% more damage than normal attacks.
TEAM BONUSES	N/A

POSSIBLE TEAM MEMBERS:

Attack Bot Mk II a.k.a. Cybot (Killing machine)

Killer Director a.k.a. Nohi (Killing machine)

Automaton Aviator a.k.a. Mechabubo (Metha-mynah)

Roboster Mk I a.k.a. Roborg (Killing machine)

MATERIALISTIC

DESCRIPTION	All team members are material type.
DEATHMOVE	N/A
TEAM BONUSES	Fight Extra Turn

POSSIBLE TEAM MEMBERS:

Bricklayer a.k.a. Brickman (Golem)

Man-eater Chest a.k.a. Snap Case (Cannibos)

Goldbricker a.k.a. Goldman (Gold golem)

Stonemason a.k.a. Stoneman (Stone golem)

Jewel Juggler a.k.a. Jewelbag (Goodybag)

Crazed Colossus a.k.a. Takos (Living statue)

Hollow Knight a.k.a. Lonely Joe (Restless armour)

Bundle of Joy a.k.a. Trick Bag (Bag o' laughs)

Monster Arena

DEMENTED ELEMENTS

DESCRIPTION	All team members are elemental type.
DEATHMOVE	Elemental Storm: Boosts all team members' and party members' resistance to fire- and ice-type attacks, and creates a barrier that bounces spells back at their caster.
TEAM BONUSES	N/A
POSSIBLE TEAM MEMBERS:	
Cold Fire a.k.a. Blizag Jr. (Frostburn)	Living Torch a.k.a. Torchman (Danong flame)
Living Flame a.k.a. Flameman (Danong flame)	
Big Blizzard a.k.a. Jack Frost (Frostburn)	

NOT QUITE HUMAN

DESCRIPTION	All team members are humanoid type.
DEATHMOVE	Deathmove: N/A
TEAM BONUSES	Team Max HP +15
POSSIBLE TEAM MEMBERS:	
Sharpshooter a.k.a. Archer (Bodkin bowyer)	Hooded Hacker a.k.a. Hoodwink (Hoodum)
Bushwhacker a.k.a. Bush-W. (Berserker)	Mullet Mallet a.k.a. McHammer (Brownie)
Puppet Pugilist a.k.a. Doldrums (Puppet master)	Punchin' Judy a.k.a. Moppet (Puppeteer)
King of Dumbira a.k.a. Dumbeling (Notso macho)	Poisonous Sniper a.k.a. Sagittari (Bodkin fletcher)
Fertiliser a.k.a. Faunus (Sâenus)	Terror Talons a.k.a. Seasaw (Riptide)
Shortshooter a.k.a. Fletch (Bodkin archer)	

THE DRAG RACERS

DESCRIPTION	All team members are dragon type.
DEATHMOVE	N/A
TEAM BONUSES	Team Attack +30
POSSIBLE TEAM MEMBERS:	
Jumbo Dilophosaurus a.k.a. Frillsaur (Frou-frou)	
Axoraptor a.k.a. Hackzilla (Hacksauus)	
Potty Dragon a.k.a. Potbelly (Jargon)	

SLIME POWER!

DESCRIPTION	All team members are slime type.
DEATHMOVE	Deathmove: N/A
TEAM BONUSES	Team Max HP x2
POSSIBLE TEAM MEMBERS:	
Angel of Curing a.k.a. Curer (Cureslime)	Quick Silver a.k.a. Metaly (Metal slime)
Family Doctor a.k.a. Healer (Healslime)	Gloopy Groupie a.k.a. Slime Shady (Slime)
Heavy Metal a.k.a. Hev (Metal king slime)	One Knight Stand a.k.a. Slimehopper (Slime knight)
Slime Creator a.k.a. Hori (King slime)	Slimy Smiley a.k.a. Smiles (Slime)
Metal Bobble a.k.a. Metabubble (Liquid metal slime)	Slime Designer a.k.a. Tori (Slime)

FAR FROM HEAVEN

DESCRIPTION	All team members are demon type.
DEATHMOVE	N/A
TEAM BONUSES	Fight Extra Turn
POSSIBLE TEAM MEMBERS:	
Arch-archdemon a.k.a. Archfiend (Archdemon)	Nightslayer a.k.a. Nightwing (Night emperor)
Big Blue Bully a.k.a. Argos (Cyclops)	Troll Patrolier a.k.a. Pa Troll (Boss troll)
Gigantes Guardsman a.k.a. Brontes (Gigantes)	Pelvic Thruster a.k.a. Salsa (Redtail hipster)
Femme Fatale a.k.a. Hazel (Witch)	Gigantes Gangster a.k.a. Steropes (Gigantes)
Bone Racer a.k.a. Jockey (Skulrider)	

THE ZOMBEBOBS

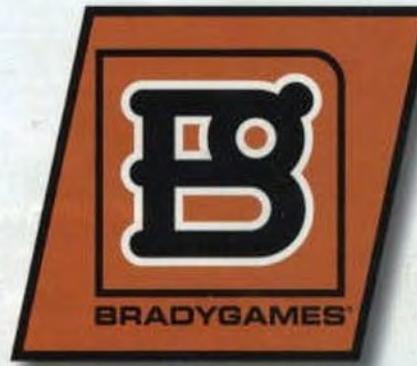
DESCRIPTION	All team members are zombie type.
DEATHMOVE	Deathmove: N/A
TEAM BONUSES	Team Max HP +30
POSSIBLE TEAM MEMBERS:	
Wight Highpriest a.k.a. Bishop (Wight priest)	Old-School Drooler a.k.a. Hork (Walking corpse)
Old Soldier a.k.a. Bones (Skeleton)	Headless Flailsman a.k.a. Mormstar (Dullahan)
Fantom of Chopera a.k.a. Capers (Phantom fencer)	Man-at-Arms a.k.a. Skeloid (Hell gladiator)
Occult Rider a.k.a. Deadnoble (Bone baron)	

JUST BEASTLY

DESCRIPTION	All team members are beast type.
DEATHMOVE	N/A
TEAM BONUSES	Team Attack +15
POSSIBLE TEAM MEMBERS:	
Loochy Lopus a.k.a. Bladewolf (Jumping jackal)	Wild Spearman a.k.a. Orcus (Orc king)
Buffalo Bill a.k.a. Cowboy (Bullfinch)	Ochre Ogre a.k.a. Orid (Biffalogue)
Mole Major a.k.a. Doug (Mad mole)	Musdy Mohawk a.k.a. Spike (Mohawk)
Death Tabby a.k.a. Fat Cat (Jaifcat)	Greater Sabrecat a.k.a. Spot (Great sabrecat)
Abominable Ape a.k.a. Klub Kong (Gorenilla)	

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SPELLS

COMBAT SPELLS

Name	Used By	MP Cost	Description
Accelerate	Jessica	3	Raises the agility of all party members.
Ban Dance	Angelo	4	Stop one group of enemies from dancing for several turns.
Bang	Jessica	5	Damages all enemies with a small explosion.
Boom	Jessica	8	Engulfs all enemies in a large explosion.
Kaboom	Jessica	15	Blasts all enemies with an incredibly violent explosion.
Bounce	Jessica, Angelo	4	Forms a protective barrier that reflects the enemy's and party's spells alike.
Buff	Angelo	2	Raises the defence of a single party member.
Kabuff	Yangus, Angelo	3	Raises the defence of all party members.
Crack	Jessica	3	Pierces a single enemy with razor-sharp icicles.
Crackle	Jessica	5	Rips into a group of enemies with sharp icicles.
Kacrackle	Jessica	12	Skewers all enemies with a hail of sharp icicles.
Dazzle	Angelo	5	Envelops a group of enemies in illusions.
Divine Intervention	Angelo	4	Reduces a group of enemies' resistance to magical attacks.
Drain Magic	Angelo	0	Steals MP from a single enemy.
Fizzle	Hero, Angelo	3	Prevents a group of enemies from using magic.
Frizz	Jessica	2	Singes a single enemy with a small fireball.
Frizzle	Jessica	4	Burns a single enemy with a large fireball.
Kafizzle	Jessica	10	Incinerates a single enemy with an enormous fireball.
Fuddle	Jessica, Angelo	5	Sends a group of enemies into confusion.
Kafuddle	Angelo	10	Confuses all enemies.
Insulate	Jessica	3	Forms a barrier that protects all party members from fire- or ice-based attacks.
Kamikaze	Hero	1	Sacrifices your own life to destroy all enemies.
Magic Barrier	Jessica	3	Forms a protective barrier that reduces the effectiveness of foes' offensive spells.
Magic Burst	Jessica	All remaining MP (requires min 1 MP)	Unleashes all remaining magic power in a fearsome explosion.
Oomph	Jessica, Angelo	6	Increases the attack of a single party member.
Sap	Jessica	3	Reduces the defence of a single enemy.
Kasap	Jessica	4	Reduces the defence of a group of enemies.
Share Magic	Yangus	0	Shares some of your MP with an ally.
Sizz	Hero, Jessica	4	Singes a group of enemies with a blazing fire.
Sizzle	Hero, Jessica	6	Burns a group of enemies with a blazing wall of fire.
Kasizzle	Hero, Jessica	10	Scorches a group of enemies with the blazing flames of the underworld.
Snooze	Jessica	3	Puts a group of enemies to sleep.
Kasnooze	Jessica	8	Puts a group of enemies into a deep sleep.
Pearly Gates	Angelo	20	Opens heaven's door to baptise a group of foes with sacred light.
Whack	Angelo	4	A cursed incantation that sends an enemy to the hereafter.
Thwack	Angelo	7	A cursed incantation that sends a group of enemies to the hereafter.
Kathwack	Angelo	15	A cursed incantation that sends all enemies to the hereafter.
Woosh	Angelo	2	Slices through a group of enemies with a small whirlwind.
Swoosh	Angelo	4	Slices through a group of enemies with a powerful whirlwind.
Kaswoosh	Angelo	8	Slices through a group of enemies with a ferociously destructive whirlwind.
Zap	Hero	6	Calls down lightning on all enemies.
Kazap	Hero	15	Calls down powerful thunderbolts on a group of enemies.

RECOVERY SPELLS

Name	Used By	MP Cost	Description
Kerplunk	Yangus	All remaining MP (requires 1 MP)	Sacrifice your own life to resurrect all other party members.
Heal	Hero, Yangus, Angelo	2	Restores at least 30 HP to a single ally.
Midheal	Hero, Yangus, Angelo	3	Restores at least 75 HP to a single ally.
Fullheal	Hero, Angelo	6	Restores all HP to a single ally.
Multih heal	Angelo	10	Restores at least 100 HP to all party members.
Omniheal	Hero	36	Restores all HP to all party members.
Squelch	Hero, Angelo	2	Cures a single ally of the effects of poison.
Tingle	Hero, Angelo	2	Cures all party members of the effects of sleep and paralysis.
Zing	Hero, Angelo	8	Resurrects a fallen ally with a 50% success rate.
Kazing	Jessica, Angelo	15	Resurrects a fallen ally.

FIELD SPELLS

Name	Used By	MP Cost	Description
Evac	Hero, Jessica	2	Allows you to exit instantly from dungeons, caves, and towers.
Holy Protection	Hero	4	Generates a holy aura that causes weaker monsters to avoid your party.
Nose for Treasure	Yangus	0	Instantly reports the number of nearby treasures.
Padfoot	Yangus	4	A secret technique for disguising your presence so as to avoid monsters.
Whistle	Yangus	0	Summons monsters with a whistle.
Zoom	Hero, Angelo	1	Allows you to return instantly to certain places you have visited before.



ZOOM MAP

Both Angelo and the Hero can acquire the Zoom spell. Zoom enables the party to return instantly to certain places they have visited before. The map illustrates the locations you can Zoom to when the spell is used.



ABILITIES

Axe Abilities

Name	Used By	MP Cost	Description
Helm Splitter	Yangus	0	A skull-splitting smash that lowers an opponent's defence as it inflicts damage.
Hatchet Man	Yangus	3	An unpredictable attack that can slay an enemy with a single blow... if it connects.
Parallax	Yangus	2	A focused strike capable of occasionally paralysing an enemy.
Axes of Evil	Yangus	0	Generates a vortex from your axe blade that chews into a group of enemies.
Executioner	Yangus	3	A powerful roundhouse strike that fells an opponent in one blow if it hits.
Typhoeus' Maul	Yangus	6	An ancient axe technique that works wonders on monsters of the beast family.

Boomerang Abilities

Name	Used By	MP Cost	Description
Crosscutter Throw	Hero	2	Traces an X in the air as it ploughs into the enemy.
Power Throw	Hero	4	A full-force throw that damages all enemies equally.
Firebird Throw	Hero	6	Transforms your boomerang into a firebird that incinerates your enemies.
Super Throw	Hero	4	A fearsome attack that uses all your strength to cause extreme damage to all foes.
Starburst Throw	Hero	8	Bathes all enemies in a shower of burning light.
Gigathrow	Hero	15	Pulverises a single enemy with the force of a thunderbolt.

Bow Abilities

Name	Used By	MP Cost	Description
Sandman's Arrow	Angelo	2	A magical arrow capable of putting a single enemy to sleep.
Cherub's Arrow	Angelo	0	A secret bow technique that regenerates your own MP.
Needle Shot	Angelo	1	Capable of felling an enemy instantaneously if a vital area is hit.
Multishot	Angelo	4	A hail of blows directed randomly against one or more enemies.
Seraph's Arrow	Angelo	0	A secret technique that recovers even more MP than Cherub's Arrow.
Shining Shot	Angelo	10	An arrow attack that bathes all enemies in a destructive magical light.
Needle Rain	Angelo	1	A rain of arrows that can occasionally obliterate all enemies in a single salvo.

Charisma Abilities

Name	Used By	MP Cost	Description
Sarcastic Snigger	Angelo	3	Reduces a single enemy's tension by one level.
Angel Eyes	Angelo	4	A powerful glance capable of paralysing a single enemy.
Chilling Chuckle	Angelo	3	Reduces the tension of an entire group of enemies by a degree.
Charming Look	Angelo	4	A glance so powerfully captivating that it burns all enemies in its path.

Club Abilities

Name	Used By	MP Cost	Description
Heart Breaker	Yangus	2	An attack that occasionally causes the target to miss a turn.
Penny Pincher	Yangus	2	A special technique that steals gold coins from an enemy.
Monster Masher	Yangus	3	A powerful smash that works wonders on monsters of the material family.
Mind Breaker	Yangus	2	A superior club attack that dominates foes and renders them unable to attack.
Gold Rush	Yangus	2	A powerful strike that steals an opponent's gold coins as it inflicts damage.
Devil Crusher	Yangus	5	An esoteric club technique effective on demon and material family monsters.

Fisticuffs Abilities

Name	Used By	MP Cost	Description
Stones' Throw	Hero, Jessica	0	Hurls rocks at a single group of enemies.
Knuckle Sandwich	Hero, Yangus, Angelo	2	A powerfully focused and damaging bare-fisted strike.
Defending Champion	Hero, Angelo	0	A defensive ability that greatly reduces the damage inflicted by physical attacks.
Harvest Moon	Jessica, Angelo	6	Pummel all enemies with a chain of cartwheels and backflips.
Thin Air	Hero, Yangus, Jessica	2	Generates a powerful vacuum-vortex that slices all enemies to ribbons.
Multifists	Hero, Yangus	0	A vicious four-hit strike on a random enemy.
Boulder Toss	Hero, Yangus	4	Showers all enemies with enormous boulders.
Miracle Moon	Angelo	6	A miraculous technique that pummels all enemies while regenerating your own HP.

Humanity Abilities

Name	Used By	MP Cost	Description
War cry	Yangus	0	A hideous battle cry that paralyses a group of enemies with fear.
Underpants Dance	Yangus	0	Paralyses all enemies with embarrassment.
Golden Oldies	Yangus	15	A multi-hit battle royale from King Trode and friends.

KNIFE ABILITIES

Name	Used By	MP Cost	Description
Toxic Dagger	Jessica	3	A knife-fighting technique that envenomates a single enemy.
Assassin's Stab	Jessica	8	A fearsome technique that fells an opponent instantly by attacking their vital parts.
Toxic Sword	Jessica	3	A sword-fighting technique which envenomates an enemy with each strike.
Sudden Death	Jessica	8	A fatal slash that strikes down an enemy like a bolt out of the blue.

SCYTHE ABILITIES

Name	Used By	MP Cost	Description
Steal Sickle	Yangus	0	Occasionally enables you to steal items from those you slash.
Wind SICKLES	Yangus	0	Sends a whirlwind of sickles pirouetting into the enemy.
Grim Reaper	Yangus	3	A swing of Death's scythe that can instantly kill one or more foes in a group.
Stainless Steel Sickle	Yangus	0	An improved version of the Steal Sickle attack technique.
Grimmer Reaper	Yangus	3	The aura of Death incarnate annihilates the living and obliterates the undead.
Big Banga	Yangus	30	An enormous explosion that consumes everything in its path.

SEX APPEAL ABILITIES

Name	Used By	MP Cost	Description
Blow Kiss	Jessica	0	A special kiss that can temporarily prevent enemies from attacking.
Puff-Puff	Jessica	0	Charms and excites an enemy into paralysed submission.
Hip Drop	Jessica	0	Pelvic punishment! Curvaceous hips equal big damage.
Sexy Beam	Jessica	3	Focus the power of passion into a beam that sows destruction and confusion.
Pink Typhoon	Jessica	5	A sudden typhoon that rips a group of enemies into ribbons.
Hustle Dance	Jessica	0	Restores at least 70 HP to all party members.

SPEAR ABILITIES

Name	Used By	MP Cost	Description
Mercurial Thrust	Hero	0	A lightning-fast thrust.
Thunder Thrust	Hero	3	Difficult to perform, but has a high chance of doing critical damage.
Multithrust	Hero	4	A flurry of repeated thrusts that can pierce multiple enemies.
Clean Sweep	Hero	0	Drives back a group of enemies with a sweep of the spear.
Lightning Thrust	Hero	3	Lands a critical hit when it connects.
Lightning Storm	Hero	25	Strikes down all enemies with mighty thunderbolts.

STAFF ABILITIES

Name	Used By	MP Cost	Description
Caduceus	Jessica, Angelo	0	A blessing from the heavens that restores a single party member's HP.

SWORD ABILITIES

Name	Used By	MP Cost	Description
Dragon Slash	Hero	0	An attack that causes heavy damage to dragons.
Flame Slash	Hero, Angelo	0	Channels the power of a raging fire into the blade of your sword.
Metal Slash	Hero, Angelo	0	An attack that can damage enemies with metal bodies.
Falcon Slash	Hero, Angelo	0	A double slicing attack, faster than a falcon on the wing.
Miracle Slash	Hero, Angelo	4	A secret sword technique that heals your own wounds each time you strike a foe.
Lightning Storm	Angelo	25	Strikes down all enemies with mighty thunderbolts.
Gigashash	Hero	20	A legendary sword technique for cutting down a group of enemies.

WHIP ABILITIES

Name	Used By	MP Cost	Description
Whiplash	Jessica	4	A paralysing crack of the whip.
Twin Dragon Lash	Jessica	3	A double-strike that lashes a random group of enemies.
Lady's Thong	Jessica	2	A secret whip technique that steals HP as it damages an enemy.
Lashings of Love	Jessica	4	Harness your inner passion to paralyse enemies.
Queen's Thong	Jessica	2	A fearsome attack that steals the HP of a group of enemies.
Serpent's Bite	Jessica	8	A technique that transforms your whip into a snake that attacks a group of enemies.

OTHER ABILITIES

Name	Used By	MP Cost	Description
Call Team	Hero	10	Call up your personal monster team.
Gigagash	Hero	20	The ultimate sword technique. Utterly destroys a group of enemies.



TREASURE CHEST & INFAMOUS MONSTER MAPS

If you're looking

to find all of the game's treasure chests and infamous monsters, then this section is for you. It is recommended that you attempt to locate all of these extra goodies on your own before using this comprehensive resource. Refer to this section only after you've exhausted all other options.

Treasure Chest Map Legend

- Unlocked.
- Requires thief's key.
- Requires magic key.
- Requires ultimate key.



Infamous Monster Map Legend

- Bones No Condition.
- Spike Must defeat Monster Arena Rank F.
- Torchman Must defeat Monster Arena Rank D.
- Stoneman Must defeat Monster Arena Rank B.

- Only found at nighttime.
- Only found during daytime.

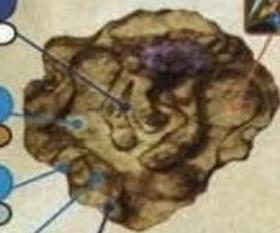
- White bar = Copper monster coin
- Silver bar = Silver monster coin
- Gold bar = Gold monster coin

Bones
Old Soldier

Skeledoid
Man-At-Arms

Stoneman
Stonemason

Sugi
Shadow Conductor



Deadnoble
Occult Rider

Cybot
Attack Bot Mk II

Roborg
Roboster Mk I

Jack Frost
Big Blizzard

Blizag Jr.
Cold Fire

Slime Shady
Gloopy Groupie

Foul Fowl
Raging Rooster

Klub Kong
Abominable Ape

Slurpy
All Day Sucker

Trick Bag
Bundle of Joy

Torchman
Living Torch

Jockey
Bone Rider

Bladewolf
Loopy Lupus

Pa Troll
Troll Patroller

Faunus
Fertiliser

Orcus
Wild Spearman

Hori
Slime Creator

Dumbking
King of Dumbira

Hoodwink
Hooded Hacker

Big Al
Al Gee

Octurion
Octavious Maximus

Flameman
Living Flame

Brontes
Gigantes Guardsman

Dolldru
Puppet

Nohi
Killer Director

Clio
Colossal Clione

Tori
Slime Designer

Sugi
Shadow Conductor



World of Darkness

"Uncharted Island"

